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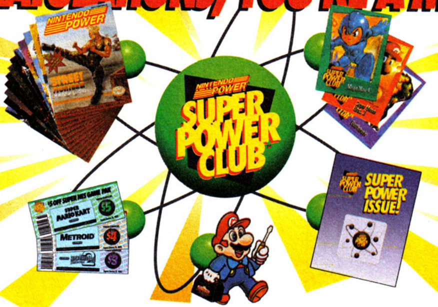

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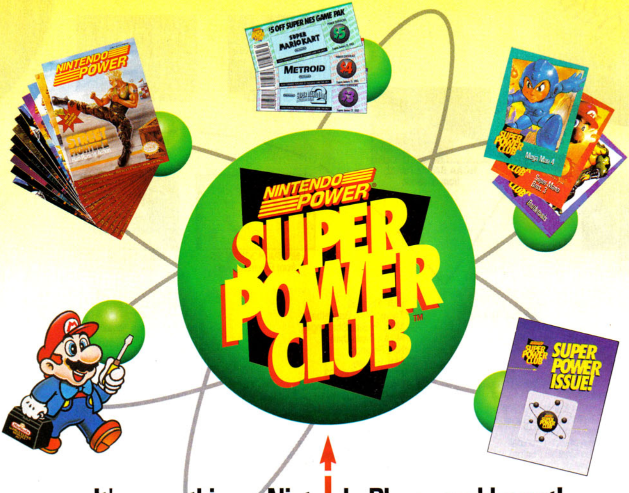

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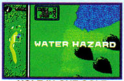

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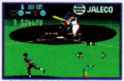

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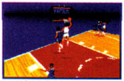

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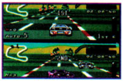

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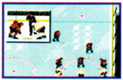

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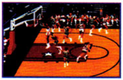

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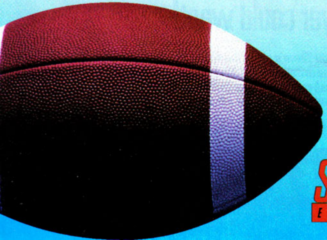

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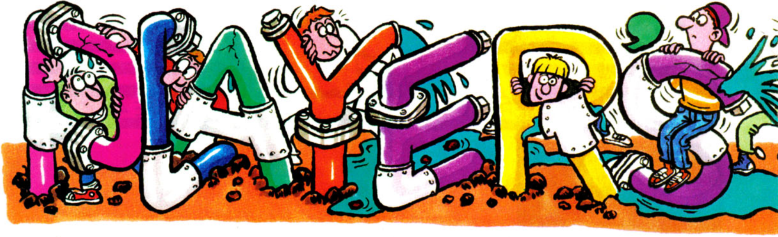
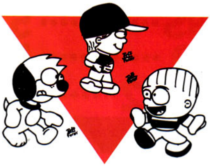


In response to our question in Volume 37, look what happens in a day in the life of ...

Jeff Forner of Chaska, MN

When I'm not playing my Game Boy or Super NES, I'm drawing at my drafting table. It's one of my favorite pastimes, and I hope to be in the business someday. Here are samples:



Jessica Harrington of Plano, TX

I enjoy reading, writing, working on the computer, swimming, tap dancing, ballet dancing, arts and crafts, sometimes homework and playing basketball or soccer. I play Nintendo in my free time.

Free time? What free time?

Brook Kunzel of Sequim, WA

During the winter I enjoy snow skiing and entering downhill competitions. Tennis and aerobatic flight lessons are my summer highlights, and I plan to get my pilot's license as soon as I can. I'm 16.

Billy Itule of Phoenix, AZ

I like to read and go on vacations. I take piano lessons and I played baseball until I broke my elbow. Now I am working on an invention. It's a car that flies, but won't pollute the earth. It uses gas to get up, then switches to solar power to cruise at 55 mph. Besides this, I play my Super NES.

Gordon Roberts of Ancaster, ON

During the school year good grades are slightly higher on my priority list than rescuing princesses. I study French, Latin, Italian, Spanish, and -ahem- Klingon. During the summer I babysit, tutor Math and English, and do the bookkeeping for my brother's paper route. My video games help me wind down. P.S. "Che'loDnI'pu'marl'o'!" (Klingon for "The Mario Brothers Rule!")

The winning combination of Power Challenge Trading Cards will appear in the Player's Pulse section every month. Remember to check your cards to see if you have a match! If you don't, trade cards with your friends to come up with the correct card combination. There's a different winning combination every month!

WINNING COMBINATION OF POWER CHALLENGE TRADING CARDS FOR NOVEMBER '92

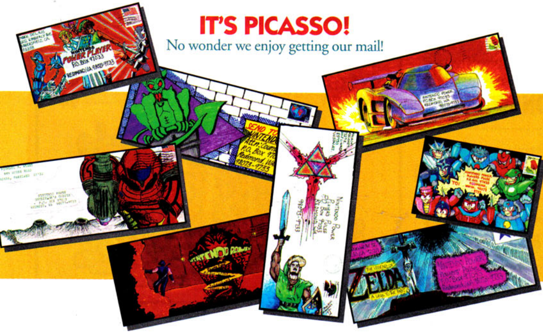
#25 DR. MARIO

#17 BIONIC COMMANDO

#42 SUPER MARIO KART

IT'S PICASSO!

No wonder we enjoy getting our mail!



ENVELOPE ART SHOWCASE

We'd Like to show off your artistic talents on a more regular basis so we're going to start a bi-monthly Envelope Art Showcase. When you send in your artwork please include your age, name and address on the back of your project.

To qualify for our first Showcase display, please have your artwork postmarked by December 31, 1992
Tip: Bright colors show up best.

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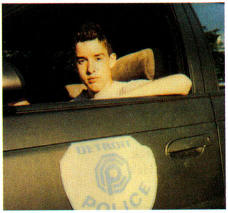
ROBOCOP™
CONTEST WINNER

*E*very 16-year-old wants to have their own car. Danny Smith was sure surprised when he was selected as the Grand Prize winner in our Player's Poll Contest from Volume 35. The streets of Wahoo, Nebraska will probably never be the same again! Danny received the actual RoboCop car which was used during the filming of the movie "RoboCop 2." For various legal reasons, the police lights had to be removed from the top of the car, but other than that—it's the exact same Detroit cruiser that RoboCop nailed the bad guys with. Danny was just about ready to get his driver's license when he was informed that he won the car. The timing couldn't have been better, huh? **Remember to send in your Player's Poll cards!**



EDITOR'S CORNER

If you're a Nintendo Power subscriber, you just received your Top Secret Passwords Player's Guide. Well, what do you think of it? Pretty cool. Especially for free, huh? We put a great deal of effort into providing you with the best gaming information anywhere. That's our job! This Password guide is just one of many ways we accomplish that. We hope the guide will allow you to overcome (or bypass) some of the obstacles or levels you may have been having trouble with in some of your favorite password games. Can't get by Pharaoh Man in Mega Man IV? No problem—we've got a solution for you. Oh, by the way... "You're welcome!"

Gail Tilden
Editor in Chief

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Stumped by a game? Call our Game Counselors for help between 4 a.m. and midnight Pacific Time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whomever pays the bill.

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JOE&MAC™

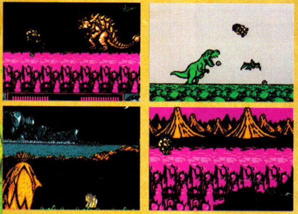
CAVE DUDE TO THE RESCUE

Life wasn't easy for prehistoric cave dudes like Joe and Mac, and it won't be easy for you when you plunge into this wild and woolly action game from Data East. It's really a matter of taste. Seems that all the dinosaurs had a taste for cave folk. One day they came for lunch and made off with all the cavewomen. Now Joe has to jump and bonk his way through five stages, trying to get them back. So what about Mac? Don't expect any help from him. He's out trying to score a brontoburger somewhere.

AN EVOLUTIONARY GAME

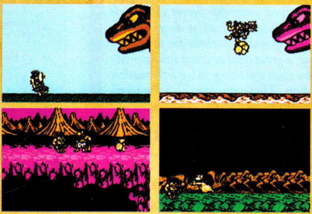
GRAPHIC GENIUS

The theme of Joe & Mac may be primitive, but the graphics are advanced, even when compared to the Super NES version. The parallax scrolling view gives a sense of depth, and the large dinosaurs look terror-ific.



ANIMATE MATTERS

The animation of Joe and his foes adds a lot of fun to this game. Just like Joe, your eyes would probably bug out if a giant T-Rex suddenly lumbered into view with supper in its smile.



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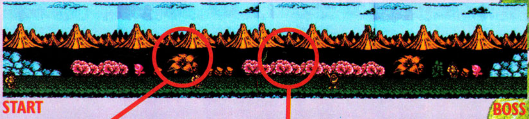
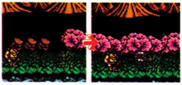
LEVEL 1

Each Level in Joe & Mac is divided into two areas with a fearsome foe at the end. Joe begins his adventure on his home turf where the grasses grow thickly and the volcanos belch at the sky. Here, the Pterodactyls are like pesky gnats. Your Stone Ax is all the weapon you'll need in the first part, even against the Baby T-Rex at the mid-point. After that, the Stone Wheel comes in handy.



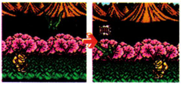
BEWARE OF WEEDS

The Weeds lack speed, but they are on the move. Don't let them get their roots into Joe.



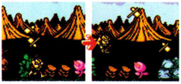
Ptero Terror

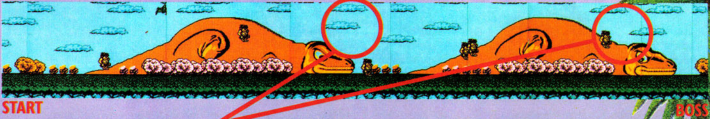
The Pterodactyls come swooping in twos—one high and one low. Keep a stream of Axes flying for protection.



Flying Axes

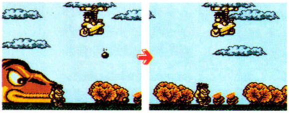
You can always keep two Axes in the air. Throw them straight up, forward or backward.





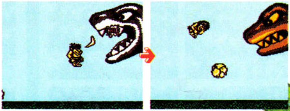
HELIOROCKTER

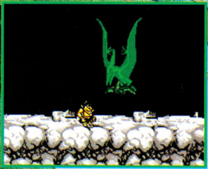
Attack the Heliorockter from the left side of the bronto's shoulder. If you destroy it, you don't have to dodge the bombs.



TYRANO

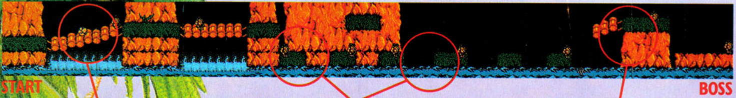
The only way to muzzle this tyrant is to jump up toward all those teeth and hit him in the open mouth.





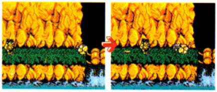
LEVEL 2

Joe's second journey takes him through the river and along the Cambrian Cliffs. Don't waste time on the Electric Fish—many of them are invincible. The Tiny Triffids, or animated plants, spit dangerous seeds, but they're nothing compared to their big brother at the midpoint. The Cliffs abound with bouncing boulders and a mean green Pterodactyl team from the Pleistocene. The Pteranodon rules the end.



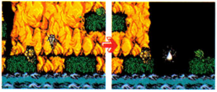
ROCK AND ROLL

Rolling rocks litter this early part of Level 2. Joe should jump over them using his high jump just to be safe. Bashing rocks takes too much time.



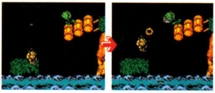
ELECTRIC FISH

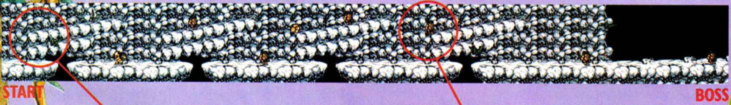
Don't waste time on these shocking Electric Fish. Most of them can't be harmed by any of your weapons. Leap over them using Joe's high jump.



TRIFFIDS

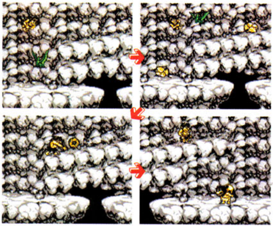
Triffids are plants that hate humans, and Neanderthals, too. Their seeds have the power to knock Joe into the water, and cave dudes can't swim!





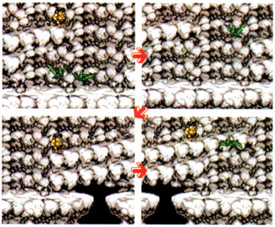
THE STONE AGE

It takes two jumps, one to the top of the cliff and one over the on-coming boulder to escape unscathed.

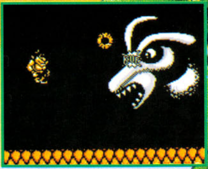


JUMPIN' JOE

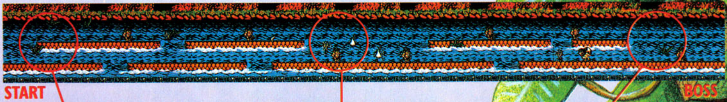
Use Joe's high jump technique to leap from one upper path to the next, and off the screen for a second. Avoiding the lower area.



LEVEL 3

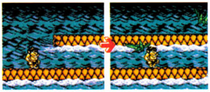


Go with the flow in the river region. More Electric Fish, Pterodactyls and enemy cave dudes attack Joe, but just keep moving, because none of them are very tough. At the midpoint, the Nothosaur spits water at you. Jump over the water shots and bonk the monster in the head, then jump over the head. Next up is the plateau of Kayemenofore and the Dacentrurian.



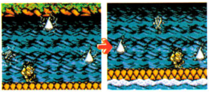
LOOKING UP

Things will be looking up if Joe keeps a sharp Pterodactyl watch. You can dodge these winged monsters by jumping, moving in midair, and ducking.



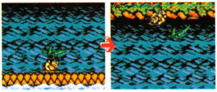
FISH STORIES

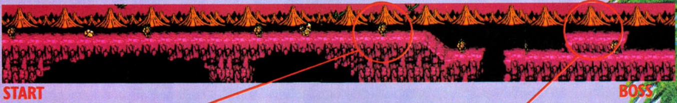
Not all Electric Fish are invincible. In this area, only the middle Fish can't be fried. It's still best just to leave the Fish alone.



POGO JOE

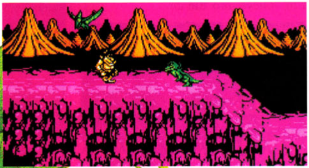
In this final stretch before the boss, Joe should keep hopping to avoid enemies. Press the Control Pad Up continuously and jump again as soon as Joe lands.





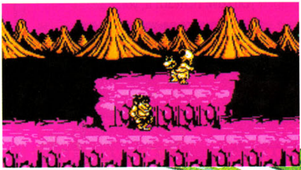
ANTICIPATION

Anticipate the appearance of this Baby Rex and hit it with three quick Wheels.

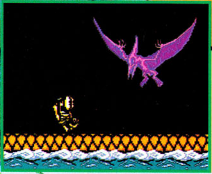


A BETTER AX

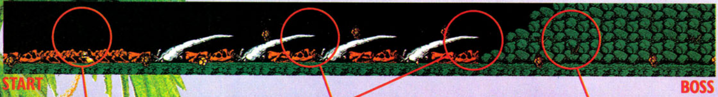
This is your last chance to get a better weapon before meeting the boss.



LEVEL 4

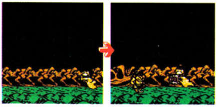


In this area the Stone Age looks more like the "Bone Age." But the bones are actually helpful. Joe has to worry about the other living cavemen and enemies like boulder-throwing missing links, Pterodactyls and the vicious Archaeopteryx. A second Pteranodon swoops on you at the end, but Joe can dodge his attacks easily. As always, the Wheel is your best weapon, so hold on to it.



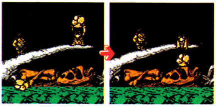
JOGGING JASON

Jason can outrun a Triceratops in sneakers, and he can outrun Joe. The best strategy is to hop over him as he charges.



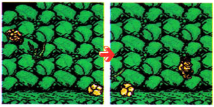
ROCKY 1

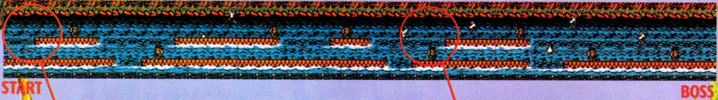
Joe can take the title from this eolithic fighter by going up the rib rather than beneath it to avoid the boulders.



AVALANCHE

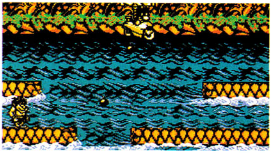
So much is happening that you can't dodge all the rocks or enemies. Try to win some fruit to keep up your strength.





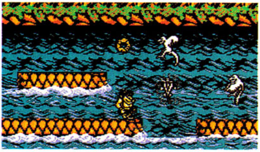
CHOP THE CHOPPER

Destroy the Heliorockter copter before continuing on. If you dash beneath it, you'll get bombed.



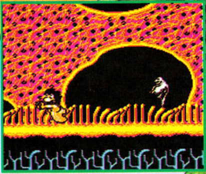
ARCHAEOPTERYX

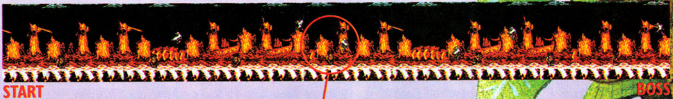
This first true bird is a vicious foe. Throw your weapon in volleys into the air.



LEVEL 5

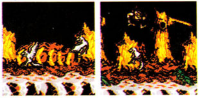
Level Five is the toughest in Joe & Mac's world. Each screen is thick with enemies. Remember that with every 100,000 points, you'll earn an extra life. Since there is no time limit on any stage, you can build up several extra lives before reaching this point to help you make it through the Petrified Forest and Tyranno's Tummy. Defeating the final Sagileocorn is a matter of learning a simple pattern.





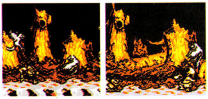
AIRCROBATICS

Joe can dodge enemies on the ground and in the air. During a high jump, move Joe to avoid flying foes.



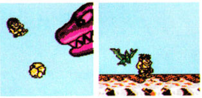
BIRD BRAINS

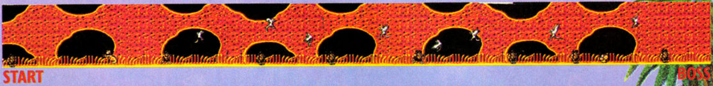
Archaeopteryx was one of the smarter creatures in prehistoric times. You'll have to outwit its numerous attacks.



T-REX AND FRIEND

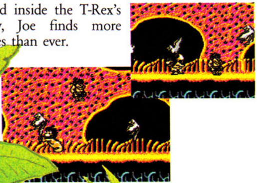
The Pterodactyl that swoops in makes this Tyrannosaur a bit tougher than the one you met earlier.





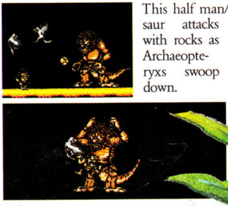
CAVEDUDE DIGEST

Trapped inside the T-Rex's tummy, Joe finds more enemies than ever.



DINOMAN

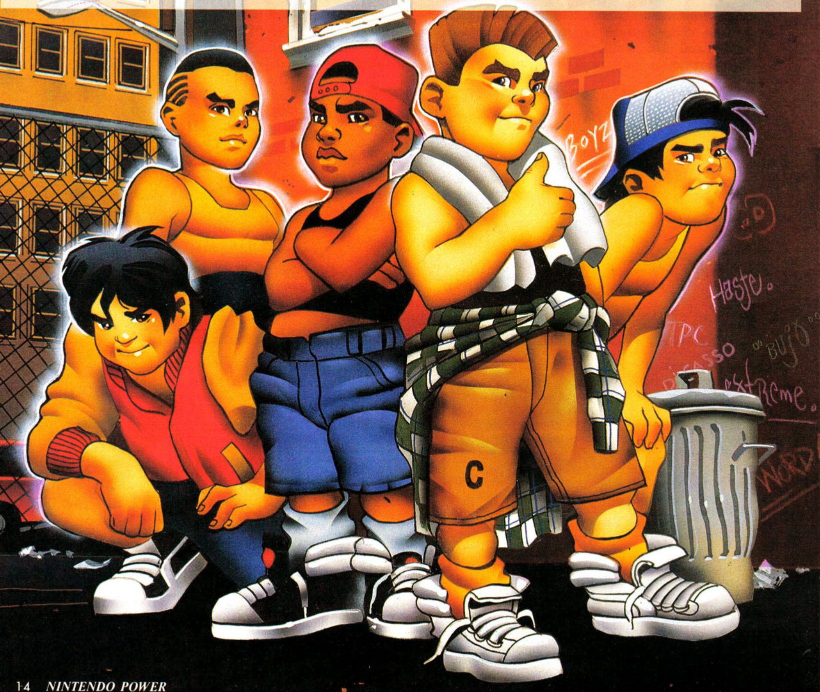
This half man/half dinosaur attacks with rocks as Archaeopteryxs swoop down.



CRASH 'N' THE BOYS™

STREET CHALLENGE

Theodore "Todd" Thornley IV is angry. "Crash" Cooney's Southsiders have trounced his Washington High School Team at every sport in the Spring Hill League. Now, Todd has thrown away the rule book and challenged Crash and his Boys to a five event free-for-all on their own tough turf. He's also enlisted a pair of snobbish Spring Hill squads to show the Boys that "Hillers" can do more than play croquet and nibble on bon bons. Up to four players can join in on this pavement-pounding brawl from American Technos. It's up to you to defend Crash's turf, guide Todd's squad or take another Spring Hill team to the top of the heap. In addition to these teams, you'll also face the computer-controlled Team Thornley. Todd's father, the founder of Thornley Industries, has formed his own team of superstars to make sure that a Thornley family team wins the gold. The Street Challenge has been issued. Get ready to rumble!



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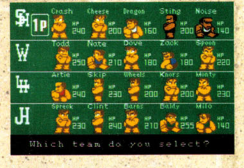
HIT THE STREETS

The Street Challenge consists of five contests. You can practice a single sport, set up a program of three events or lead your team through the entire tournament, from beginning to end.

THE TEAMS

Todd and Crash's teams have been getting all of the press, but you can't overlook Spreck's Jefferson High squad or Artie's crushers from Lincoln High. Team Thornley also shows promise.



SH 1P	Crash HP 240	Cheese HP 200	Dragon HP 160	Sting HP 200	Noise HP 140
W	Todd HP 250	Nate HP 210	Dove HP 180	Zack HP 180	Spoon HP 220
LH	Artie HP 240	Skip HP 230	Wheels HP 200	Knors HP 200	Monty HP 230
JH	Spreck HP 230	Clint HP 240	Barns HP 210	Baldy HP 255	Milo HP 140

Which team do you select?

THE EVENTS

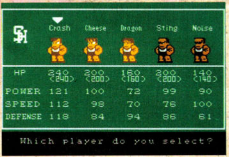
The street challengers clash on a barricade-busting version of hurdles, a roof top pole vault, a battle in the public pool and two other street-wise sports. You'll have to show strength and stamina to come out ahead.

400 meter hurdles

This is a wild event. Are you sure you are up to it?

THE CHALLENGERS

Five fighters compete on each team. By looking at their individual Power, Speed and Defense Ratings, you can determine which rumbler should represent your team in each event. Then you can arm them with special weapons.

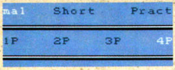


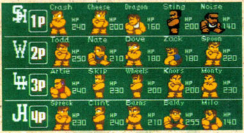
SH	Crash	Cheese	Dragon	Sting	Noise
HP	240 (240)	200 (200)	160 (160)	200 (200)	140 (140)
POWER	121	100	72	99	90
SPEED	112	98	70	76	100
DEFENSE	118	84	94	86	61

Which player do you select?

FOUR FIGHTER FRENZY

As many as four players can join in on the Street Challenge. Three events are played with two players going head-to-head. In the other two events, players take turns stepping up to the line.





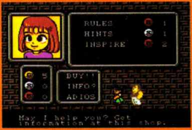
SH 1P	Crash HP 240	Cheese HP 200	Dragon HP 160	Sting HP 200	Noise HP 140
W 2P	Todd HP 250	Nate HP 210	Dove HP 180	Zack HP 180	Spoon HP 220
LH 3P	Artie HP 240	Skip HP 230	Wheels HP 200	Knors HP 200	Monty HP 230
JH 4P	Spreck HP 230	Clint HP 240	Barns HP 210	Baldy HP 255	Milo HP 140

MEDAL EXCHANGE

Take a trip to the shopping mall before every event and exchange medals for equipment. This will give you an edge on the competition. You'll start with five Gold Medals and earn more with every strong showing.

ENTRY
Health Food

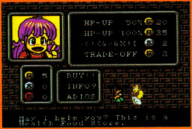
INFO INN



May I help you? Get information at this shop.

If you're not clear on the object of the next event or, if your looking for hints, you can check into the Inn and talk to someone who's in-the-know. The cost of advice is a single Silver Medal.

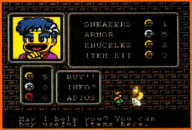
HEALTH FOOD STORE



May I help you? This is a Health Food Store.

After a fighter has competed in several events, he'll probably need a Hit Power boost. Step into the Health Food Store and give your all-star a shot of Power-Up Medicine.

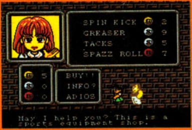
ITEM SHOP



May I help you? You can buy useful items here.

This all-purpose store offers Sneakers, Armor and Knuckles which will afford you strength and speed. If you buy a kit that includes all three items, you'll save five Silver Medals.

SPORTS ITEM SHOP



May I help you? This is a sports equipment shop.

You can equip yourself with items that are designed with the next event in mind at the Sports Item Shop. Use them to power past the goons on the other squads.

400 METER HURT-LES

Street Challenge Hurtles is a contact sport. You can get away with anything! Enlist your speediest runner and load him up with Armor. He'll need the extra protection when the broken Hurdles start flying in his direction.

South Siders
POW

THE BEST MAN FOR THE JOB

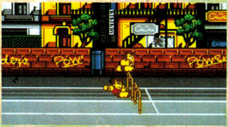
TEAM	SOUTHSIDE	WASHINGTON	LINCOLN	JEFFERSON
PLAYER	CRASH	NATE	WHEELS	SPRECK

WINNING TECHNIQUES

Speed is key in this event. You'll also have to demonstrate quick reflexes in order to react to the many obstacles on the track.

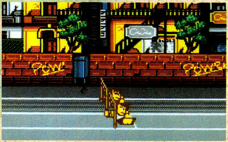
JUMP

The quickest way to clear short and medium-height Hurdles is to jump over them. This may seem like a simple task, but it gets complicated in a hurry when there are other obstacles in the way.



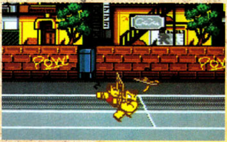
SLIDE

If a Hurdle looks like it may be too tall to jump over, you can pass it by sliding under the bar. This is also useful for avoiding contact with your competitor.



BUST 'EM

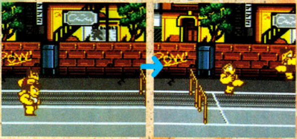
With the right timing, you can break a Hurdle by barreling into the bar with your shoulder. Just make sure that you pick up the pieces or you'll trip and fall.



SPECIAL MOVES

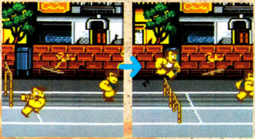
If you've got enough Gold to buy top notch weapons and you've mastered the controls, you can perform a few special moves.

SPIN KICK

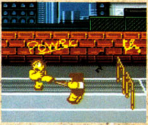


The Spin Kick is a must-know technique. Use it to knock down your opponent in a close race and to blast through barriers.

HURDLE TOSS



After you bust through a Hurdle with your shoulder, you can pick up a piece and throw it into your opponent's path.

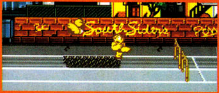


Knock the other guy out of the lead by doing a 360 degree turn with the bar in your grasp.

MEDAL EXCHANGE

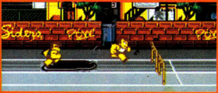
In addition to the Spin Kick, there are three other things that you can purchase at the Sports Item Shop for this event.

TACKS



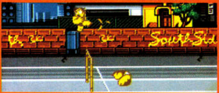
These sharp items will show up in your opponent's lane when you shell out five Silver Medals.

GREASER



You can send the other guy sliding out of control for the price of nine Silver Medals.

SPAZZ ROLL



Seven Bronze Medals will buy you the ability to roll through three Hurdles.

HAMMER THROW GOLF

The Spring Hill Public Golf Course is the scene for this odd combination of sports. The object is to hurl a heavy ball and chain into the hole in as few throws as possible. Watch out for hazards on the ground and aim for Medals in the air.

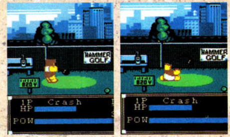
HAMMER GOLF

THE BEST MAN FOR THE JOB

TEAM	SOUTHSIDE	WASHINGTON	LINCOLN	JEFFERSON
PLAYER	CRASH	TODD	SKIP	CLINT

SPIN & RELEASE

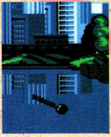
You'll get good distance from your throw if you spin quickly in your wind-up. When you reach your maximum spin speed, the meter will flash.



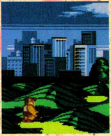
Turn around quickly to build momentum. Then send the Hammer on its way.

DANGER ZONES

Water, sand and tall grass on the course cause the Hammer to slow down. Keep in mind the location of the major hazards and plan your throws around them.



If you hit the water, you'll be docked one throw.



Sand and tall grass stop the Hammer cold.

MEDAL EXCHANGE

SONIC SPIN

When you acquire this item, in exchange for ten Gold Medals, you'll reach your maximum spin speed in an instant.

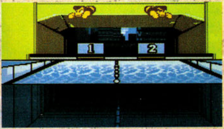
HAMMER GOLF

ROCKET

This four-Gold Medal item turns your Hammer into a long range Rocket for three tosses. Blast off!

WATER SLAUGHTER

The battle at the bottom of the pool is on. The object of this event is to pummel your opponent and keep him underwater until his energy is depleted. While you're in the deep end, make sure to collect the Gold Medals that flow with the current.



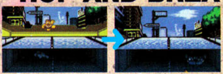
THE BEST MAN FOR THE JOB

TEAM	SOUTHSIDE	WASHINGTON	LINCOLN	JEFFERSON
PLAYER	CRASH	TODD	ARTIE	SPRECK

UP FOR AIR

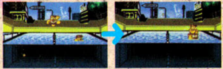
Watch your Oxygen Meter and come up to the surface when it's low.

HOP AND BREATHE



Jump from lane to lane while your opponent is underwater.

ATTACK FROM ABOVE



Jump onto your opponent as he surfaces.

MEDAL EXCHANGE

Three special items are available for the swimming event. The Chomper is a fish that bites your opponent. The Gum allows you to hold your breath longer than usual and the Webbing increases your ability to swim.

CHOMPER

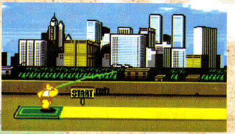
Buy this fighting fish for 15 Gold Medals and watch your opponent squirm.

WEBBING

You'll be able to swim faster than before for an investment of four Bronze Medals.

SKYLINE SCRAMBLE

High above Spring Hills, members of the Street Challenge squads are leaping from one rooftop to the next in the Skyline Scramble. In this high-risk, no-net event, you'll need plenty of speed before you jump or you'll never make it across the wide gaps.



THE BEST MAN FOR THE JOB

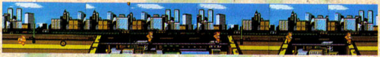
TEAM	SOUTHSIDE	WASHINGTON	LINCOLN	JEFFERSON
PLAYER	CRASH	DOVE	WHEELS	SPRECK

LOOK BEFORE YOU LEAP

You can use Poles to vault over gaps and Unicycles to ride on ropes. Keep track of where these items can be found.

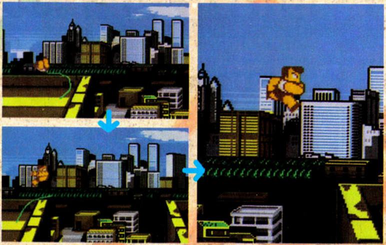
KNOW THE COURSE

A map at the bottom of the screen shows the relative size of the buildings and gaps. Study the map as you decide how to cross each expanse and try to make good use of the items that you find along the way.



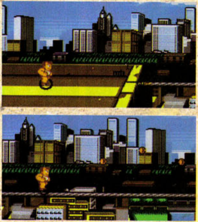
POLE VAULT

Green Poles can be found on several Spring Hill roofs. Pick them up and plant them on the edge of the roof after a good running start. If you release at the right time, you'll spring across the gap.



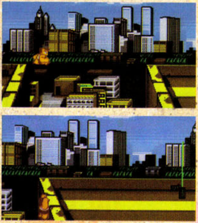
UNICYCLE

Strong cables are strung between a few of the buildings. If you hop onto a Unicycle before you reach the cables, you'll be able to ride across the gap with ease.



HANG ON!

If you're only inches short of a clean jump, you can grab onto the edge of the building at the last second and pull yourself up to safety. Good move!



MEDAL EXCHANGE

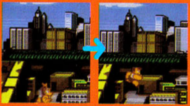
The goods in the Skyline Scramble Sporting Item Shop allow you to turn back for items that you may have passed and bounce after a poor jump.

RETREAT

Use the Retreat item to back up and collect the appropriate item for the jump ahead. It'll be the best pair of Bronze Medals you ever spent.

REBOUND

For four Gold Medals, you can bounce back once. For ten Gold Medals, you can bounce back three times. You won't regret this purchase.



JUDO

The final event of the Street Challenge program is a black belt battle between the finest fighters on each team. Make sure that you collect the Gold Medals on the edges of the battlefield and keep fighting until the other guy is out.

THE BEST MAN FOR THE JOB

TEAM	SOUTHSIDE	WASHINGTON	LINCOLN	JEFFERSON
PLAYER	CRASH	TODD	ARTIE	SPRECK

PUNCH OUT

The Power Punch Meter gauges the strength of your swings. If it's low, you should hang back and rest for a while.

ENERGY SAPPERS

Try a few basic moves at the beginning of the match in order to wear out your opponent. Then, when his Power Punch Meter is exhausted, you'll be able to execute Special Moves with little resistance.

PUNCH

KICK

JUMP KICK

SHOULDER TACKLE

SPECIAL MOVES

When your opponent is out of Power Punch energy, you can grab him and send him on the way with a special maneuver. Here are a few big hits:

GIANT SWING

JUMPING FIRE SPITBALL

SONIC THROW

BODY SLAMMER

MEDAL EXCHANGE

The equipment up for grabs in the Judo Sports Item Shop will give you extra durability and more fighting moves. The items are expensive, but worth the price.

QUICK-UP

You'll recover quickly from injury when you use this 15 Gold Medal item.

SONIC JAB

For 15 Gold Medals, you can hit your opponent with a mysterious force.

BIG ATTACK

This item will bring more power to your punches for a cost of 25 Gold Medals.

SPOOL JOB

By spending only two Gold Medals, you can roll and attack your Judo opponent.

VICTORY!

After the Street Challenge is over, the winners will be acknowledged for a job well done. Individual fighters are rated on their accomplishments.

GrandChampion
1
2
3

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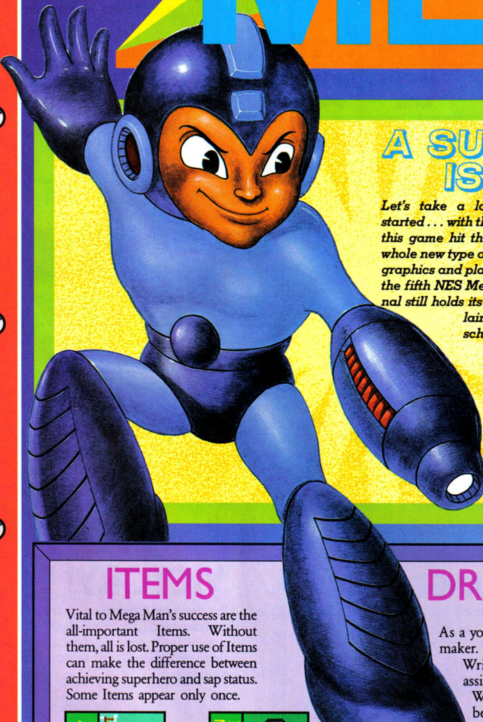
MEGA

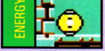


A SUPERSTAR IS BORN!

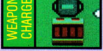
Let's take a look at where the Mega Man craze started . . . with the original! It's a true NES classic! When this game hit the shelves in 1987, Capcom defined a whole new type of action game and set new standards for graphics and play control. Even today, with the advent of the fifth NES Mega Man game on the horizon, the original still holds its own. As we've come to find out, the villainous Dr. Wily is not easily thwarted. His scheming has led to the senseless reprogramming of many otherwise useful robots. Dr. Wily has created a place called Monsteropolis. Here, he dispatches the formerly good robots to do his dirty work for him. Mega Man is the only robot who resisted Dr. Wily's treacherous tinkering. Dr. Wright, Mega Man's creator, knows that he can count on the blue bomber whenever there is trouble.

ITEMS

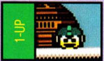
Vital to Mega Man's success are the all-important Items. Without them, all is lost. Proper use of Items can make the difference between achieving superhero and sap status. Some Items appear only once.



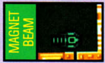
Picking up Large and Small Energy Capsules boosts Mega Man's energy level.



The energy level of any weapon can be restored by picking up these handy Items.



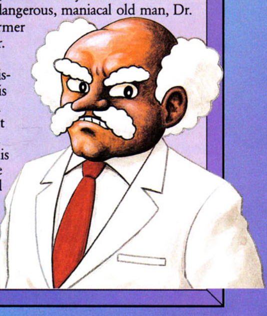
There aren't many 1-Ups to be found. Scrutinize the maps to locate them all.



Found in the Elecman Stage, the Magnet Beam creates steps for Mega Man to use.

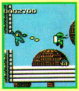
DR. WILY

As a young boy, he was always labeled a troublemaker. Now a dangerous, maniacal old man, Dr. Wright's former assistant, Dr. Wily, has become disloyal. He is the reason Dr. Wright sent Mega Man on his first mission and he is the reason for all subsequent missions, too!

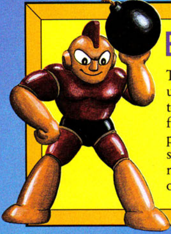


MAN™

B 1-UP

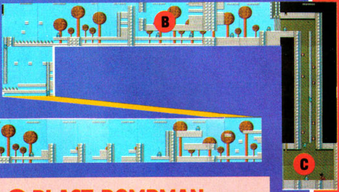


Sniper Joe protects this 1-Up. Keep your distance and blast the sneaky green menace.

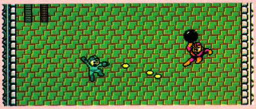


BOMBMAN

This humanoid replica once used high-powered explosives to clear massive areas of land for Dr. Wright's construction projects. Now he tosses those same bombs at Dr. Wily's request. Watch out—this is one quick robot.



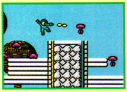
C BLAST BOMBMAN

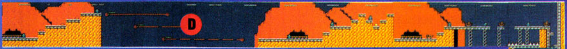


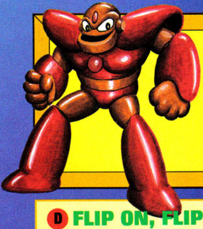
If you choose Bombman's Stage first, Mega Man will have no special weapons to use against him. That's O.K.—just use some fancy footwork and stay clear of his bombs while blasting him.

A FLEAS!

Fleas usually appear in groups. They want to get under Mega Man's robotic skin. Anticipate the Flea jumps and then blast them. Keep moving to avoid the swarm. They won't follow Mega Man for long.



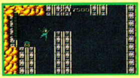




GUTSMAN

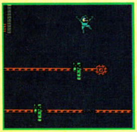
The extremely powerful Gutsman was created to lift, transport and destroy huge boulders. He still lifts and moves them, but now Dr. Wily has programmed the bulldozing robot to destroy Mega Man! It'll take a lot of power to stop Gutsman.

E 1-UP



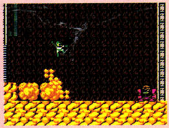
Hold Left when you fall down the shaft. This allows Mega Man to reach the 1-Up.

D FLIP ON, FLIP OFF



This may be the most difficult section of the Stage. The moving girders flip down when they cross the gaps on their track. Mega Man must jump to avoid falling when they flip down.

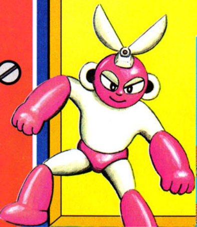
F GUTSMAN

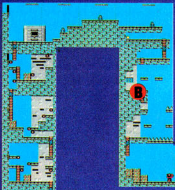


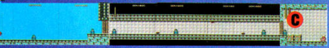
Jump over the boulders that Gutsman tosses at you and pelt the grimacing powerhouse with a barrage of Bombs that you received from Bombman. Throw the Bombs when you jump up in order to get more distance on them.

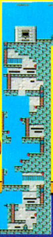
CUTMAN

Before Wily took over, Cutman's main purpose was to fell trees, but now this former logger is only interested in chopping down Mega Man. His boomerang-like Cut Blades are razor sharp!



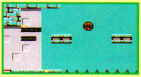




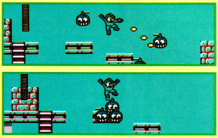


B FLYING SHELL

If Mega Man hangs on the upper ladder, the shots from the Flying Shell will miss him.

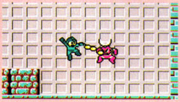


A BLADER INVASION



The goofy-looking Blue Bladers attack quickly! Blast them before they have a chance to gang up on Mega Man. It won't be easy to run from them.

C SLICE CUTMAN

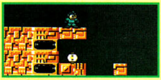


Immediately blast Cutman with the trusty Arm Cannon when he approaches and jumps up, but definitely avoid the Cut Blades he chucks at you. Mega Man can also toss the two boulders in Cutman's lair if he uses Gutsman's Power.

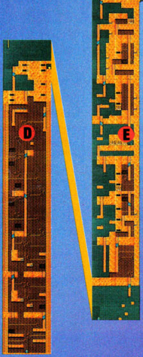
ELECMAN

Dangerous electrical operations were Elecman's specialty before Dr. Wily got ahold of him and crossed his wires. Now this electrician is operating dangerously. His Stage is mostly vertical.

F IT'S A TRAP!

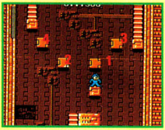


This Large Energy Capsule has been placed in a dangerous location. Leave it alone!

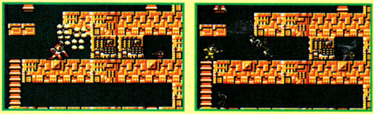


D STEP QUICKLY

Closely watch the timing of the disappearing Blocks to learn the pattern, then jump up just before Block #1 appears. Jump up and over to Block #3 just before it appears. Climb up the ladder on the right.

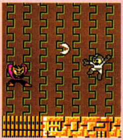


E MAGNET BEAM



Mega Man must get this Item! Use Gutsman Power to remove the Blocks. The powerful Elec Beam will clear them away, too.

G FRY ELECMAN



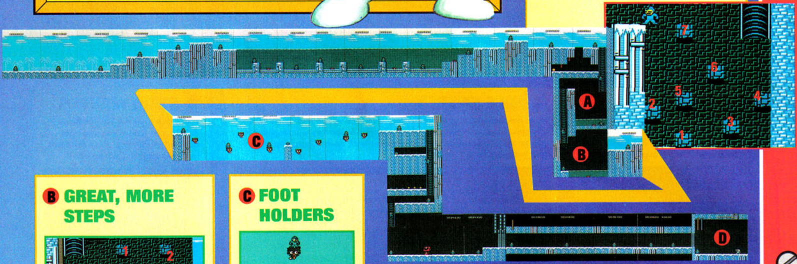
Use the Cut Blades that you got from Cutman against Elecman. Three direct hits will quickly slice and dice the hazardous electric menace. Other weapons will work on him, but not nearly as well.

ICEMAN

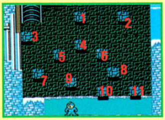
This robot is capable of performing human-like tasks even in extreme, sub-zero temperatures. Iceman's Stage is deep freeze territory. Make sure that Mega Man brings along a weapon that can heat things up.

A LEAPS OF FAITH

The disappearing Blocks in this area are irritating. Jump from #1 to #3 to #5 to #6 and then to #7. Anticipate when each Block will appear.

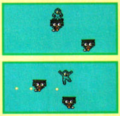


B GREAT, MORE STEPS



This area is a bit trickier than the last. Jump on the Blocks in this order: #10, #8, #6, #5, #4, #1 and then #2.

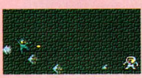
C FOOT HOLDERS



Jump from one Foot Holder to the next when it's safe to do so. Don't jump when they fire!

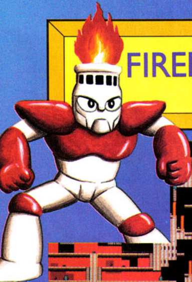
D DEFROST ICEMAN

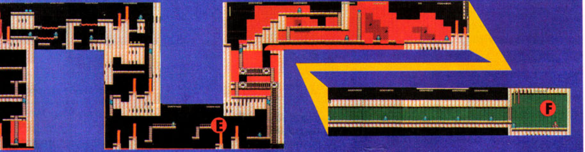
Iceman is very difficult to defeat using just the Arm Cannon. Choose the Elec Beam to thaw this ice cube and turn him into a crispy critter. Jump up through the gaps between his Ice Slasher shots and fire at him.



FIREMAN

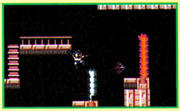
Talk about a change in the weather! Mega Man will quickly adjust to the blazing temperatures of Fireman's Stage. Flame Throwers, Fireballs and Lava Pits will test Mega Man's stamina.





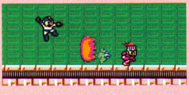
E FREEZE THE FLAMES

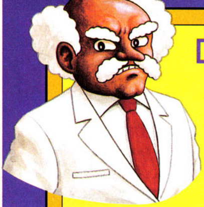
Using the Ice Slasher that he got from Iceman, Mega Man can shoot and freeze the flames that pop up from the Flame Throwers. Momentarily frozen, the flames serve as steps for Mega Man.



F PUT FIREMAN ON ICE

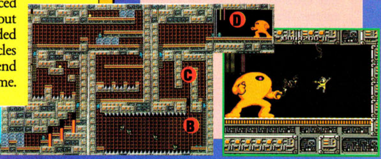
Mega Man should be able to cool off this hot-headed robot using the Ice Slasher. Keep moving and jump over the flames that Fireman shoots out as he runs back and forth. They're difficult to avoid.





DIRTY DOG WILY

Knowing that Mega Man could infiltrate his hideout, Dr. Wily has cloned all of the previous boss robots and has placed them strategically throughout his lair. Wily has also added some more tough obstacles for Mega Man to contend with. The man has no shame.

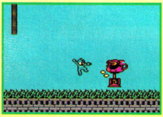


D ROCK MAN

Here's the best tip of the game: fire off an Elec Beam at Rock Man's eye. Repeatedly hit the Select Button. The beam will slowly pass through Rock Man's eye. It'll score several hits on its way through. If your shot is aimed and timed perfectly, one shot will do him in!

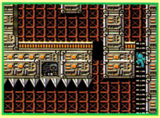
A BIG EYES

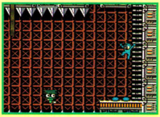
Don't get hit by these contraptions! They will do a lot of damage. Run, jump and fire at them like there's no tomorrow. Avoid groups of Big Eyes.



B FREE ENERGY

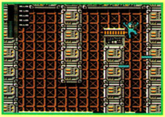
After jumping off the last Foot Holder, you'll receive two free Small Weapon Charges. The great thing about these Charges is that they will reappear if you go up to the next room and then come back down. Charge up all of your weapons here!





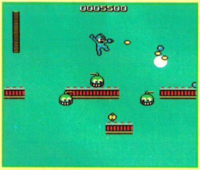
C STAIR MASTER

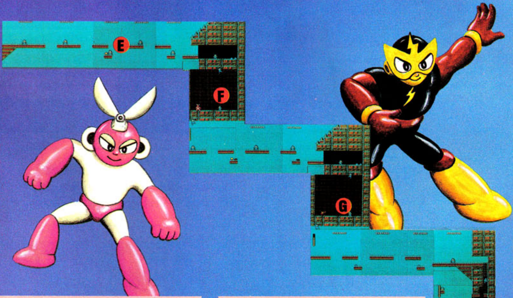
If you didn't get the Magnet Beam in the Elecman Stage, you won't get any farther than this. Shoot the Beam to create steps to jump up on.



E GREEN BLADERS

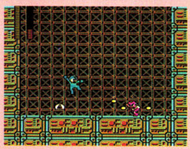
The Green Bladers are very fast. Clear them out before leaping the gaps.





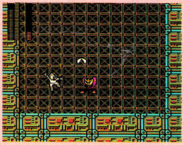
F CUTMAN RETURNS

Here's Cutman again! He's no more difficult to defeat here than he was the first time you shredded him. The Arm Cannon is still the weapon of choice to use against him.



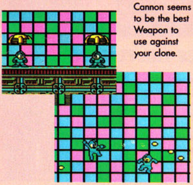
G ELECMAN RETURNS

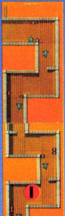
Once again, throw Cutman's Cut Blades at Elecman to short-circuit this electrified menace. With the toss of a single Blade, Mega Man can score two of the three necessary hits!

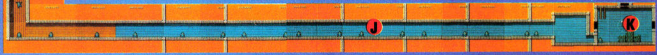


H MEGA CLONE

When Mega Man enters this room, Dr. Wily's cloning machine will create an exact duplicate of our hero. Mega Man must outsmart himself to defeat the clone. It's difficult! The Arm Cannon seems to be the best Weapon to use against your clone.

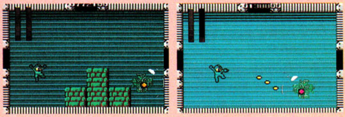






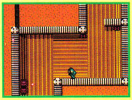
Ⓚ BUBBLE MACHINES

Use Gutsman Power to toss each of the four boulders in the room at the Bubble Machines. For the remainder of the Machines that appear, use the Arm Cannon. Jump up and shoot when the Machine is circling the room in order to get in as many hits as possible.



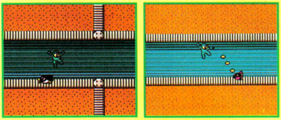
Ⓘ OCTOPUS BATTERIES

Watch the movements of the Octopus Batteries so you don't end up in their paths. They can cause a great deal of damage. Roast them with the Arm Cannon or the Elec Beam.



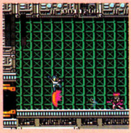
Ⓙ TURBO TUNNEL

Fire constantly when traversing the long Turbo Tunnel to fend off the exploding Killer Bullets. Don't shoot them when they are in close proximity. The explosion will damage Mega Man. If timed properly, they will fly right by.



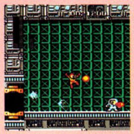
Ⓝ FIREMAN RETURNS

Blow out Fireman's flame again with the Ice Slasher. Don't get burned!



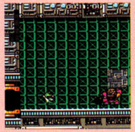
Ⓞ ICEMAN RETURNS

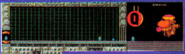
Apply the heat to Iceman with Fireman's weapon. He'll be reduced to a puddle!

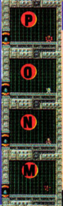


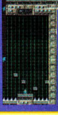
Ⓟ GUTSMAN RETURNS

Gutsman is the last boss you'll have to go through to get to Dr. Wily. Bomb him!



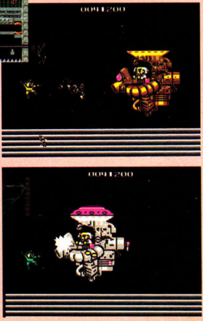






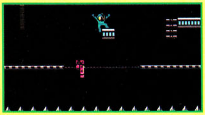
Ⓠ AT LAST . . . WILY

Your first job will be to blast the shield off of Dr. Wily's vehicle. Jump up and shoot the red area. After Wily recharges his energy, nail him using the Elec Beam and the same technique you used against Rock Man by pressing the Select Button. This makes defeating the mad doctor almost too easy!



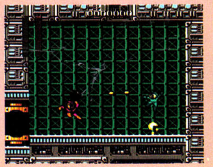
Ⓛ FLIPPER FOLLIES

Take another ride on the Flippers. Leap to the ledge before it flips down.



Ⓜ BOMBMAN RETURNS

Pummel Bombman with the Arm Cannon until he bites the dust for the last time. Move on to the next Boss.



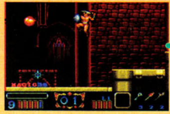
CLASSIFIED INFORMATION

Magic Sword
TM

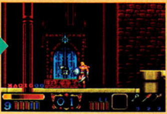
From Agent #198

Secret Stairs

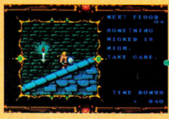
This tall tower tour includes a few cool surprises. You can skip several floors at a time by uncovering hidden stairs. The first set is on Floor 1. Fight to the area pictured below, then jump and thrust your sword into the air. A door will rise from the floor. When you unlock it and enter the open doorway, you'll find yourself on a stairway to Floor 4.



When you get to this section of Floor 1, jump and swing your sword.



A huge door will emerge from the ground. Unlock it with a key.



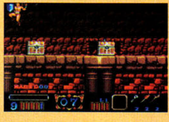
NEXT FLOOR
04
SOMETHING
WICKED IS
HIGH.
TAKE CARE.
TIME BONUS
+ 840

By entering the open doorway, you'll get to a hidden set of stairs.

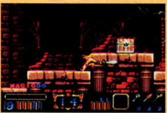
The stairs lead to the beginning of Floor 4. Nice shortcut!

There are four more sets of secret stairs. By swinging your sword in the right places, you can make the doors to these special shortcuts appear. Their locations are revealed in the following photos.

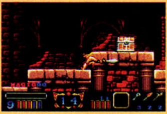
FLOOR 7



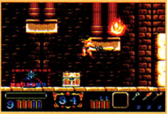
FLOOR 14



FLOOR 17

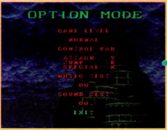


FLOOR 34



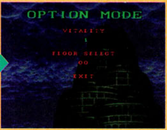
Explore the Options

By entering the option mode, you can adjust the difficulty of your adventure, change the character controls and listen to the music and sound effects. Even more options are available with a quick maneuver. Press Down on the Control Pad several times to highlight the word "EXIT" in the option mode. Then press and hold the L and Start Buttons on Controller II, and press the Controller I Start Button. A second option screen will appear, allowing you to change your character's vitality for extra endurance and select a starting floor. You can choose up to the highest floor that you've been on in the current playing session. Since the game already allows you to start on one of eight different floors, you can use this new option screen to step onto any floor in between. Start the game on Floor 33, then reset and choose a new floor.



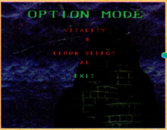
OPTION MODE
GAME LEVEL
NORMAL
CONTROL PAD
ATTACK Y
JUMP B
SPECIAL X
MUSIC TEST
00
SOUND TEST
00
EXIT

Press and hold L and Start on Controller II and press Start on Controller I.



OPTION MODE
VITALITY
1
FLOOR SELECT
00
EXIT

A second option mode will appear, allowing you to make two changes.



OPTION MODE
VITALITY
5
FLOOR SELECT
21
EXIT

Increase your character's vitality and select a floor that you've passed before.

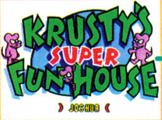
You'll be able to go wherever you want to go and last longer in a fight.

KRUSTY'S SUPER FUN HOUSE

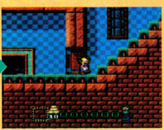
FROM AGENT #567

The Joshua Code

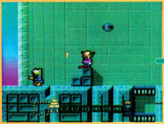
The doors to the levels of Krusty's Fun House will blow wide open when you enter (and center) a special password. Key in the name JOSHUA, making sure that there is a space before and after the password. Then press the Start Button. When the game begins, you'll be able to walk directly to any room in the house. You'll also be able to get a new load of Pies whenever you need them. Press the L and R Buttons simultaneously. Your Pie reserves will be replenished.



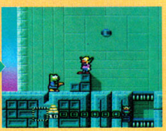
The name JOSHUA (centered) works as a special Krusty password.



The code will allow you to enter any room in the house.



If you're running low on pies, press L and R at the same time.



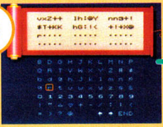
Ten more pies will appear in your inventory.

THE LEGEND OF THE MYSTICAL NINJA

FROM AGENT #202

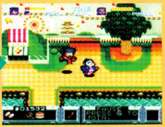
Unlimited Burgers

There's no need to worry about running out of energy with a special Mystical Ninja password that our agents have cooked up. By keying in the password shown in the next column, you'll start your game in the Amusement Park with an unlimited supply of hamburgers. Even though your inventory will show that you have only 28 burgers, the burger total will never reach zero, no matter how much energy you expend.



```
vxZ++  1h:@Y  nn3+!
$T+KK  hG:!<  +!+X@
p·····  ······  ······
······  ······  ······
```

Enter this series of digits as your password.



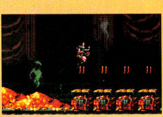
You'll begin in Zone III with unlimited energy.

SUPER CASTLEVANIA IV

FROM AGENT #721

Extra Energy

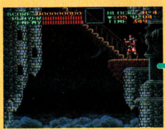
Our agents have discovered that you can earn an energy Power-Up on any Stage Nine Treasure Chest if you're persistent. Just jump onto the Chest 255 times and the Power-Up will appear.



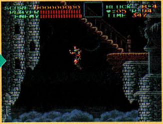
Jump onto a Treasure Chest in Stage Nine 255 times for extra energy.

Fill 'Er Up

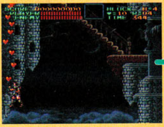
On your final approach to Dracula's Castle, you can fill up on Hearts and weapons in a special Power-Up area. Before you walk up the stairs to Dracula's Castle, jump to the left, into the moat. You'll land on an invisible platform. Jump to the left again to reach another platform. When you get to the left edge of the screen, Power-Ups will drop from above. After you're completely charged up, climb an invisible staircase to the first platform, then jump over to solid ground.



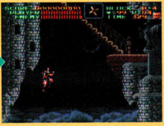
This Castle is the site of your confrontation with Dracula.



Jump, to the left, onto an invisible platform in the moat.



Jump again to the far left and earn a ton of Power-Ups.



After climbing invisible stairs, you can jump to the visible ledge.

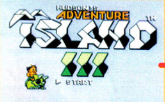
CLASSIFIED INFORMATION

HUDSON'S ADVENTURE ISLAND

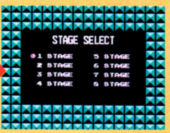
From Agent #909

Stage Select

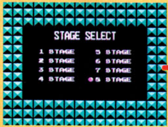
Stage Select codes seem to be an important inclusion for the programmers of the Adventure Island games, and that's the way our agents like it. We're always happy to report on a way to skip ahead to advanced levels of a game and sample the very challenging sections. In order to do just that in this third NES adventure, you can press the direction keys on the Control Pad and the controller buttons in the following order while the title screen is showing: Down, Up, Left, Right, B, A, B, A. The Stage Select menu will appear. Move the cursor to the desired stage and press the Start Button to begin. You'll start in the selected area of the game with a full compliment of special items and weapons.


HUDSON'S ADVENTURE ISLAND III
START
TM AND © 1992 HUDSON SOFT
LICENSED BY NINTENDO

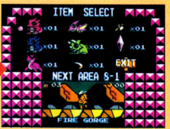
Press Down, Up, Left, Right, B, A, B and A.


STAGE SELECT
●1 STAGE
2 STAGE
3 STAGE
4 STAGE
5 STAGE
6 STAGE
7 STAGE
8 STAGE

The Stage Select menu allows you to choose any stage.


STAGE SELECT
1 STAGE
2 STAGE
3 STAGE
4 STAGE
5 STAGE
6 STAGE
7 STAGE
●8 STAGE

Move the cursor to the desired stage and press Start.


ITEM SELECT
x01
x01
x01
x01
x01
x01
x01
x01
EXIT
NEXT AREA 8-1
FIRE GORGE

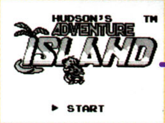
You'll begin with several helpful dinosaurs and weapons.

HUDSON'S ADVENTURE ISLAND

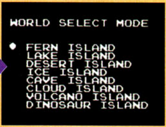
From Agent #909

Stage Select

Sail away to any of the Adventure Islands in this Game Boy side-scroller with an island-hopping code. While Master Higgins runs around the title screen, press the direction keys on the Control Pad and the A and B Buttons in the following order: Right, Left, Right, Left, A, B, A, B. The World Select Mode will appear, giving you the chance to choose your starting island. Move the cursor by pressing Up and Down on the Control Pad, then press the A Button to begin on the desired island.


HUDSON'S ADVENTURE ISLAND
TM
▶ START

Press Right, Left, Right, Left, A, B, A and B again.


WORLD SELECT MODE
● FERN ISLAND
LAKE ISLAND
DESERT ISLAND
ICE ISLAND
CAVE ISLAND
CLOUD ISLAND
VOLCANO ISLAND
DINOSAUR ISLAND

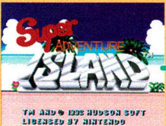
Choose from any of the exciting Adventure Islands.

Super ADVENTURE ISLAND

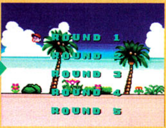
From Agent #909

Stage Select

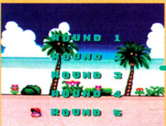
You can warp to the beginning of any of this game's five rounds by entering an easy code. On the title screen, press and hold Right on the Control Pad along with the L and X Buttons. Then press the Start Button. A list of the game's rounds will appear. Move the head of Master Higgins to the desired round and press the Start Button to jump into the game. The game begins on Adventure Island of choice.


Super ADVENTURE ISLAND
TM
TM AND © 1992 HUDSON SOFT
LICENSED BY NINTENDO

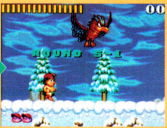
Hold Right, L and X, then press Start.


ROUND 1
ROUND 2
ROUND 3
ROUND 4
ROUND 5

A list of the game's rounds will appear.


ROUND 1
ROUND 2
ROUND 3
ROUND 4
ROUND 5

Select the round and press Start.



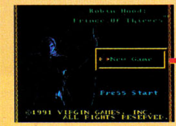
You can warp to an advanced stage.

Robin Hood Prince Of Thieves

From Agent #614

Nottingham Nuptials

We've mentioned the secret password feature of Robin Hood's NES adventure in previous issues. Now, our agents have discovered a new password that will take you directly to Robin and Marian's wedding at the end of the game. When the title screen appears, press the A Button eight times and the B Button eight times. This will call up the password entry screen. Spell out WEDDING. You'll instantly skip to the big ceremony.


Robin Hood: Prince Of Thieves
New Game
Press Start
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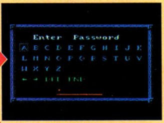
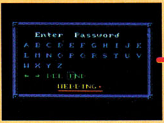
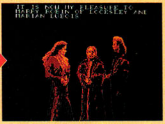
Press A eight times and B eight times.


Enter Password
A B C D E F G H I J K
L M N O P Q R S T U V
W X Y Z
← → DEL END

You may now enter the password.


Enter Password
A B C D E F G H I J K
L M N O P Q R S T U V
W X Y Z
← → DEL END
WEDDING

"WEDDING" skips to the big finish.



IT IS NOW MY PLEASURE TO MARRY ROBIN OF LOCKSLEY AND MARIAN DUBOIS

Watch the festivities.

In case you missed them before, the other Robin Hood: Prince of Thieves passwords are:

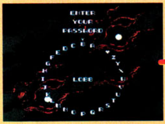
WALL
CHASE
WELL
TAX
CELTS
CASTLEIN
LOCKSLEY
CATHEDRA
CHAPEL
POND
TOWN
DUBOIS
BOAR
MASTER
VILLAGE
TOWNHANG

Low G Man

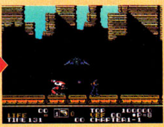
From Agent #209

Nine Lives

You can blast through this adventure with confidence knowing that you'll have several fighting chances after keying in a special password. Spell out "LOBB" on the password screen. You'll begin the game with eight fighters in reserve, instead of the usual two.


ENTER
YOUR
PASSWORD
LOBB

Use "LOBB" as your password.


LIFE
TIME 131
TOP 100000
CHAPTER1-1

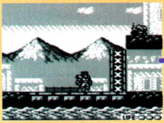
You'll have nine lives.

Bionic Commando

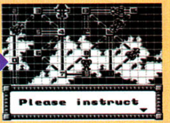
From Agent #331

Evacuate!

If you're not properly equipped when you touch down in this adventure, you can return to the skies and re-equip. Press and hold the Start Button, then press the A and B Buttons simultaneously to lift off.



Press and hold Start, then press A and B at the same time.



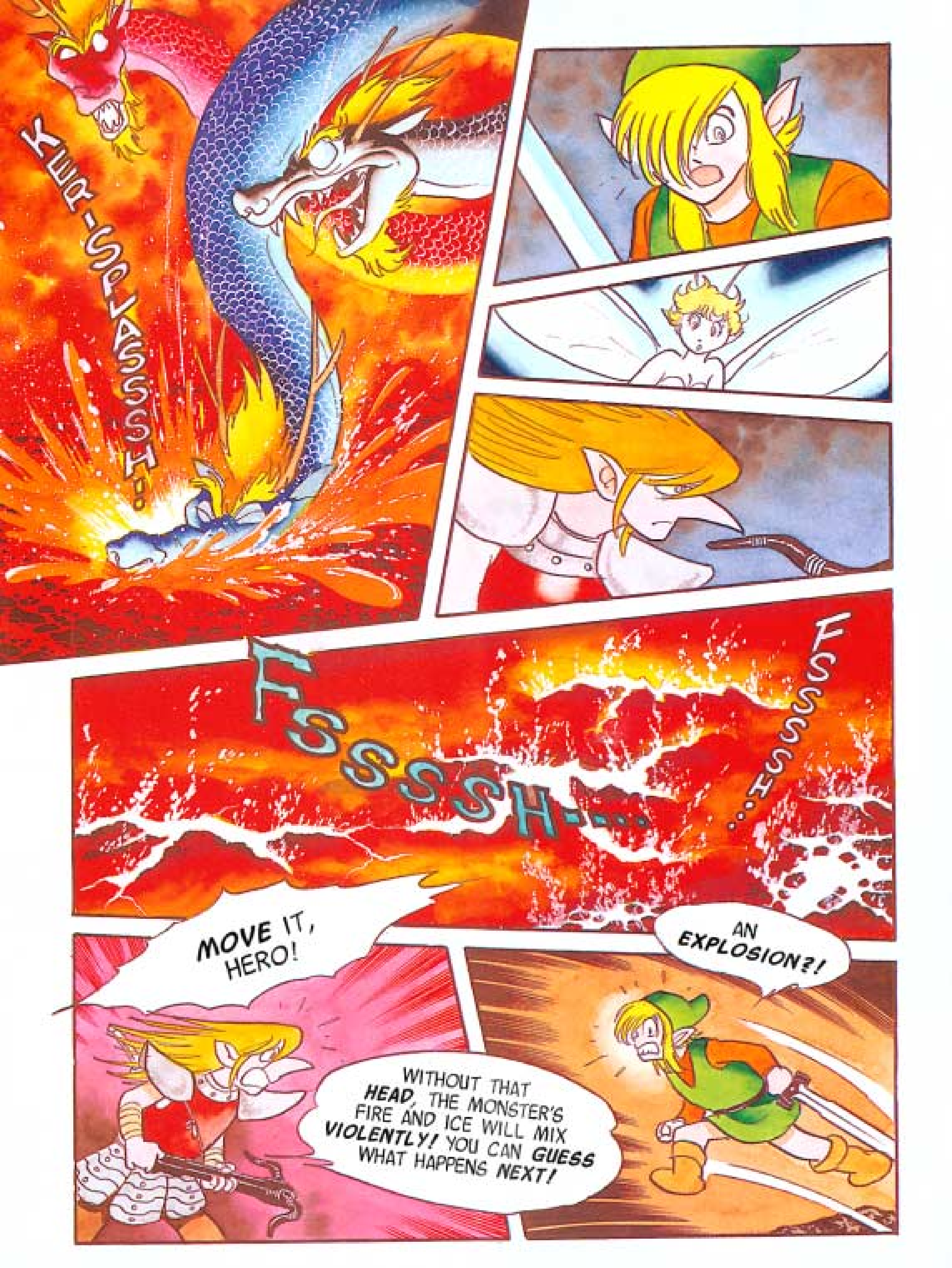
Please instruct

You'll return to the air transport vehicle.

WANTED: SPECIAL AGENTS

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own agent Number (3 digits) and be sure to include it with your tips.

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

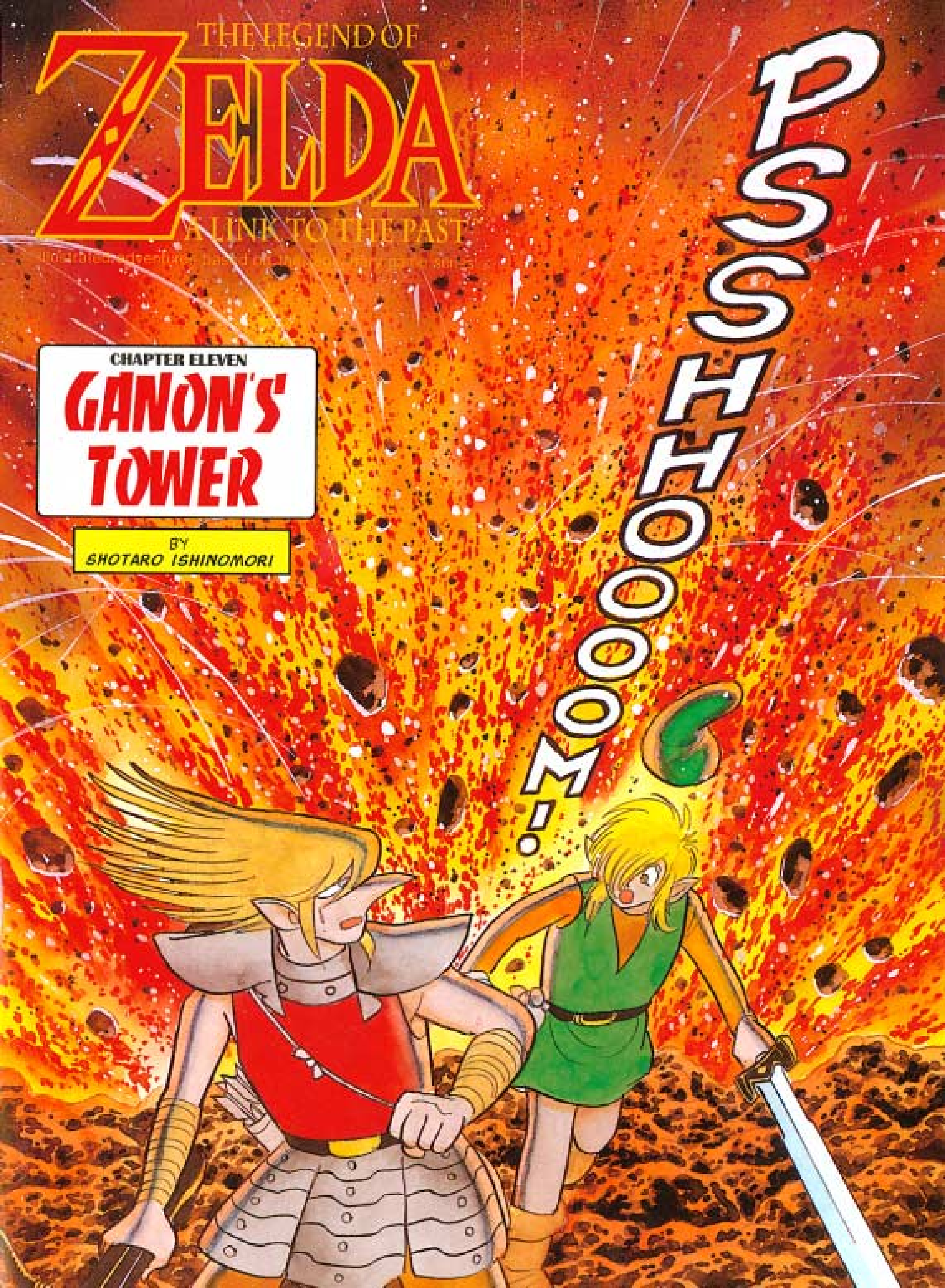

KER-SPLASSSH!
FSSSSH-...
...FSSSSH
MOVE IT, HERO!
WITHOUT THAT HEAD, THE MONSTER'S FIRE AND ICE WILL MIX VIOLENTLY! YOU CAN GUESS WHAT HAPPENS NEXT!
AN EXPLOSION?!

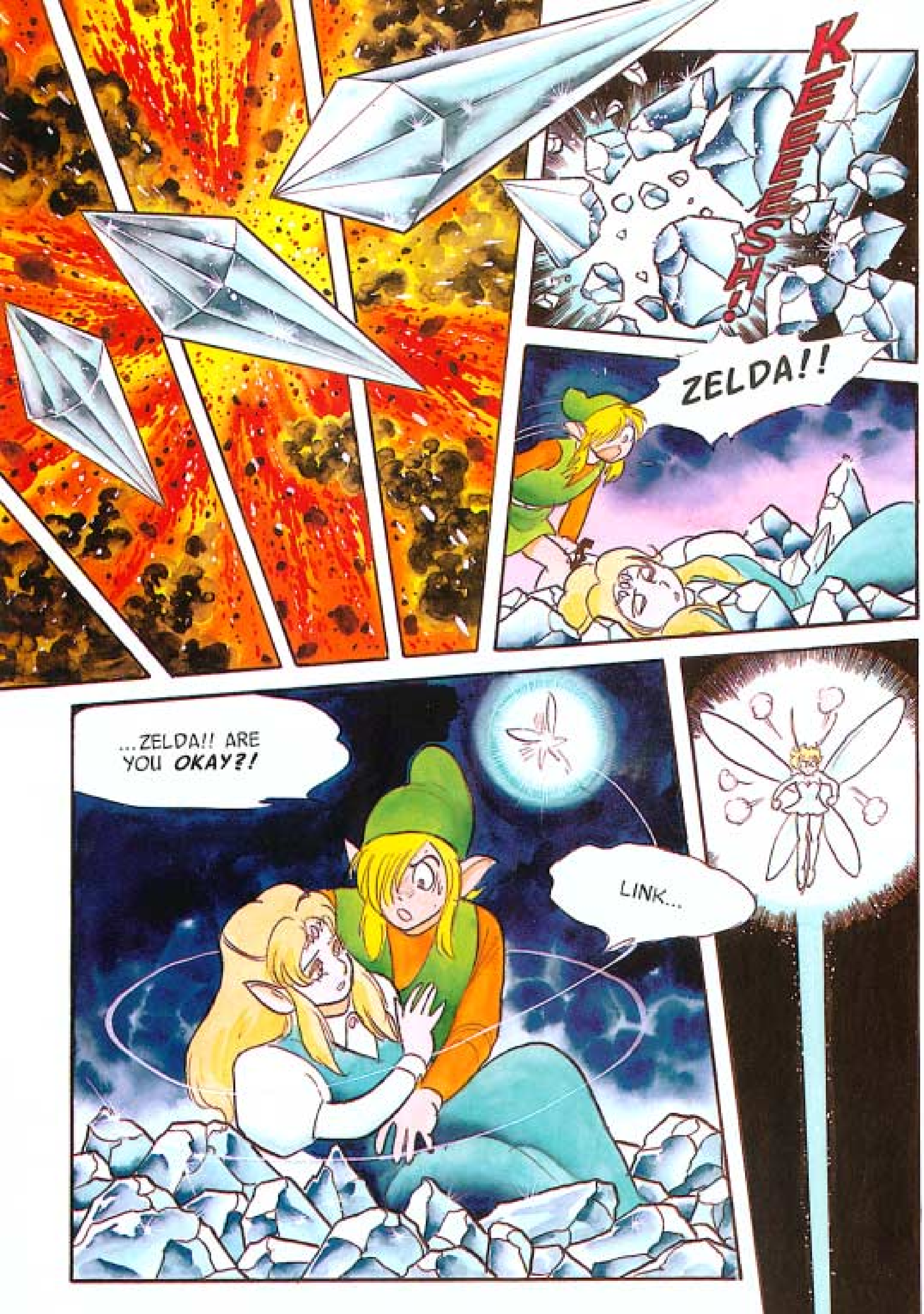
THE LEGEND OF
ZELDA®
A LINK TO THE PAST

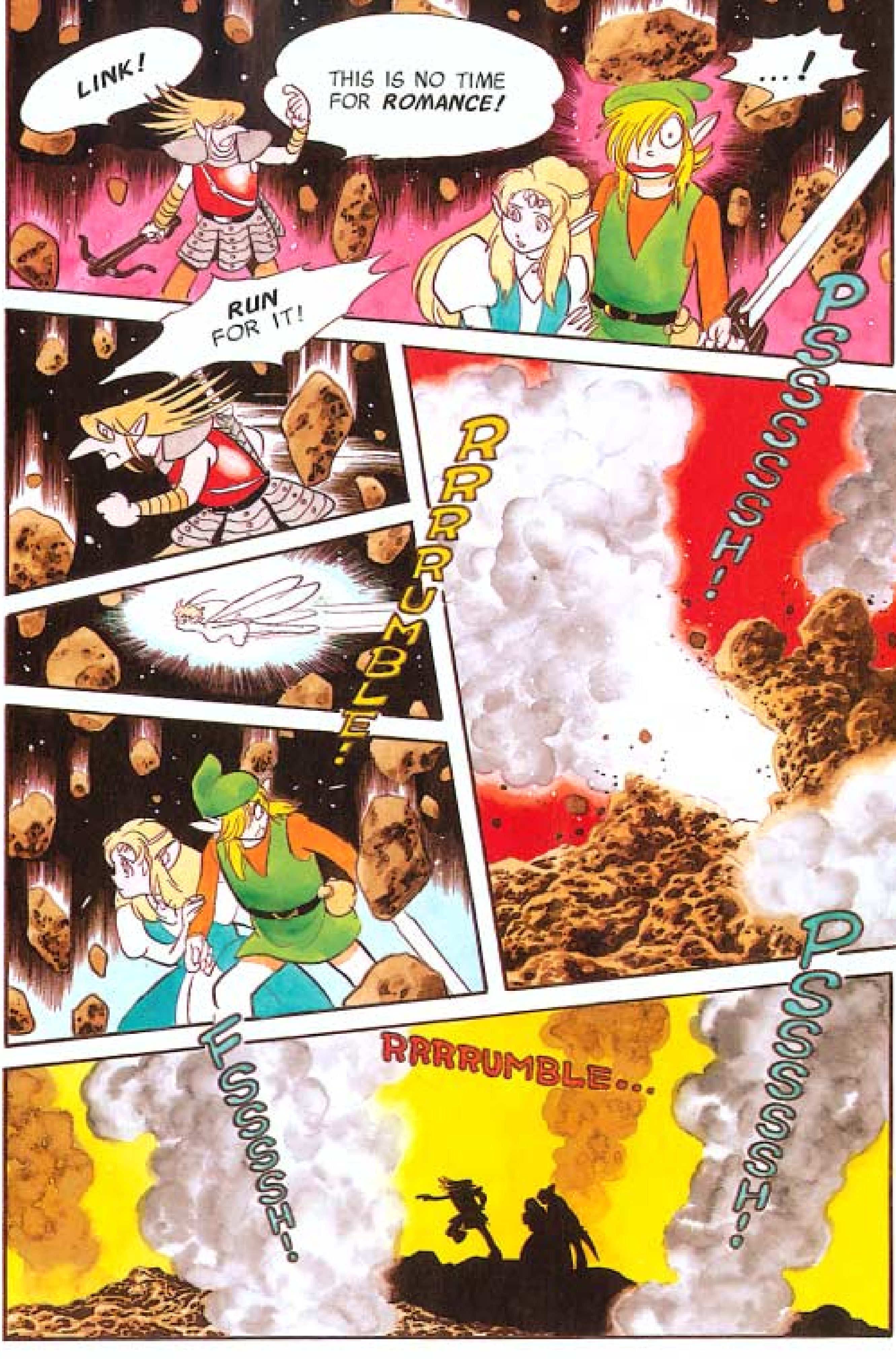
illustrated adventures based on the [illegible] series

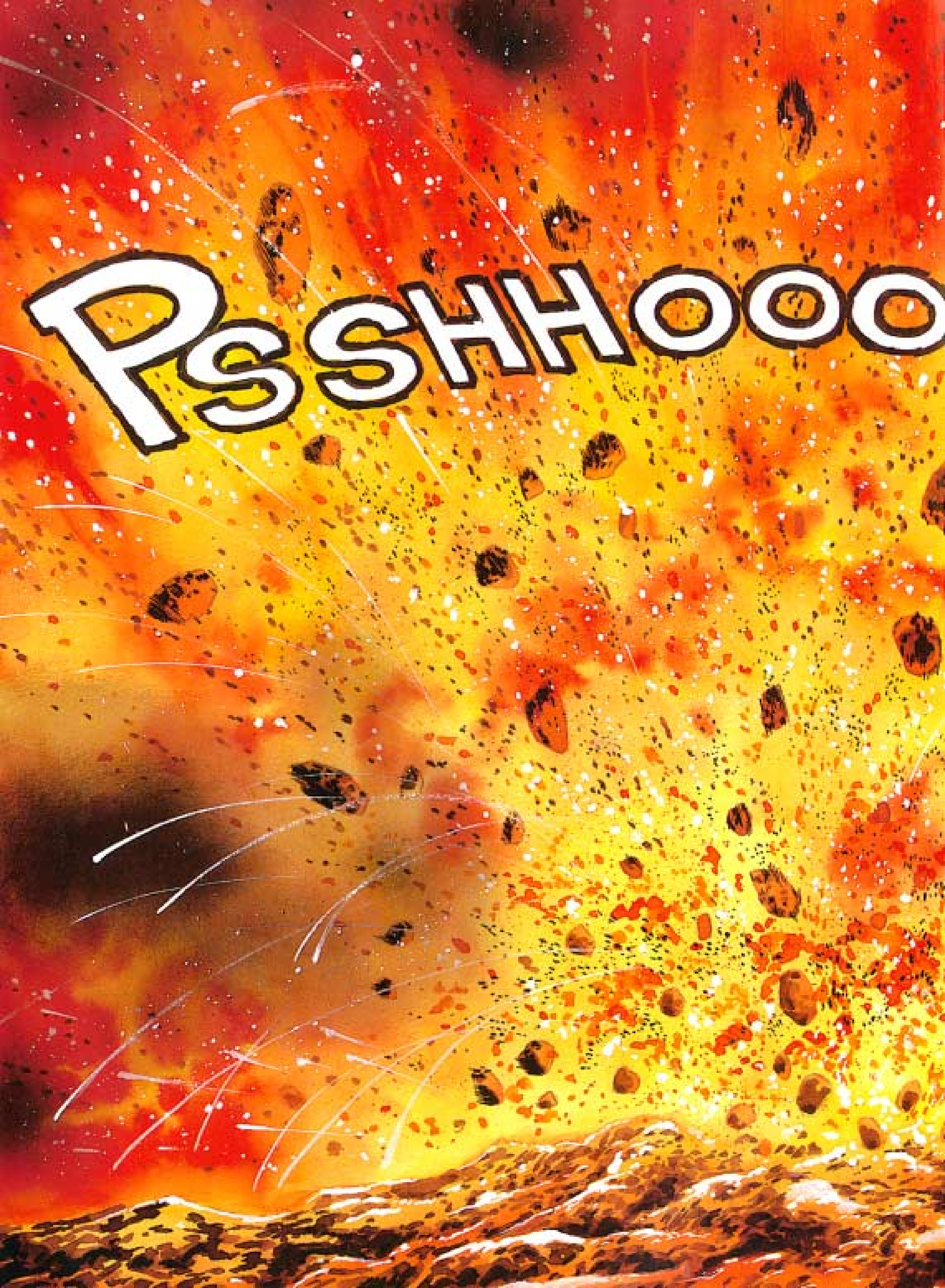
CHAPTER ELEVEN
GANON'S TOWER

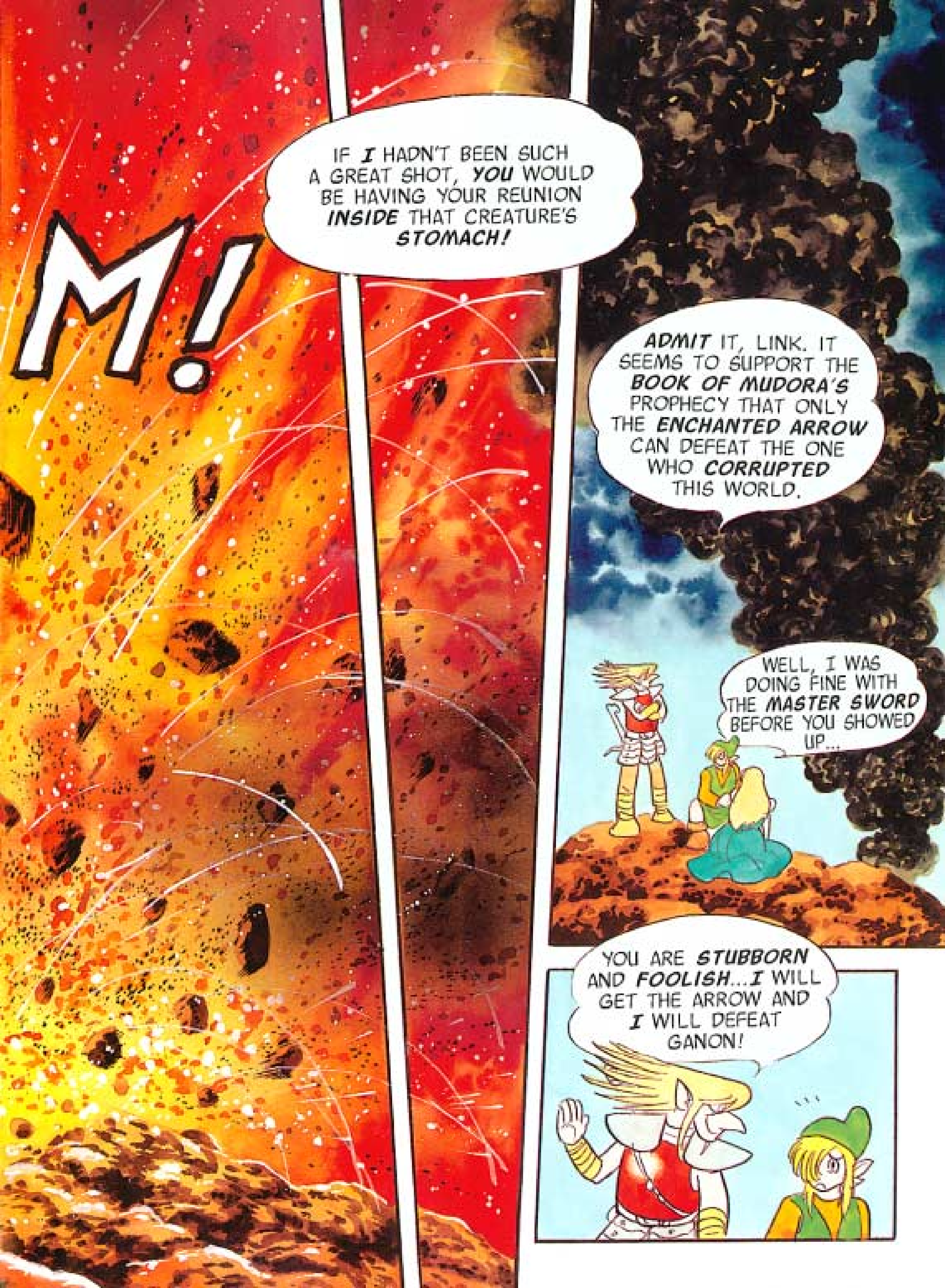
BY
SHOTARO ISHINOMORI

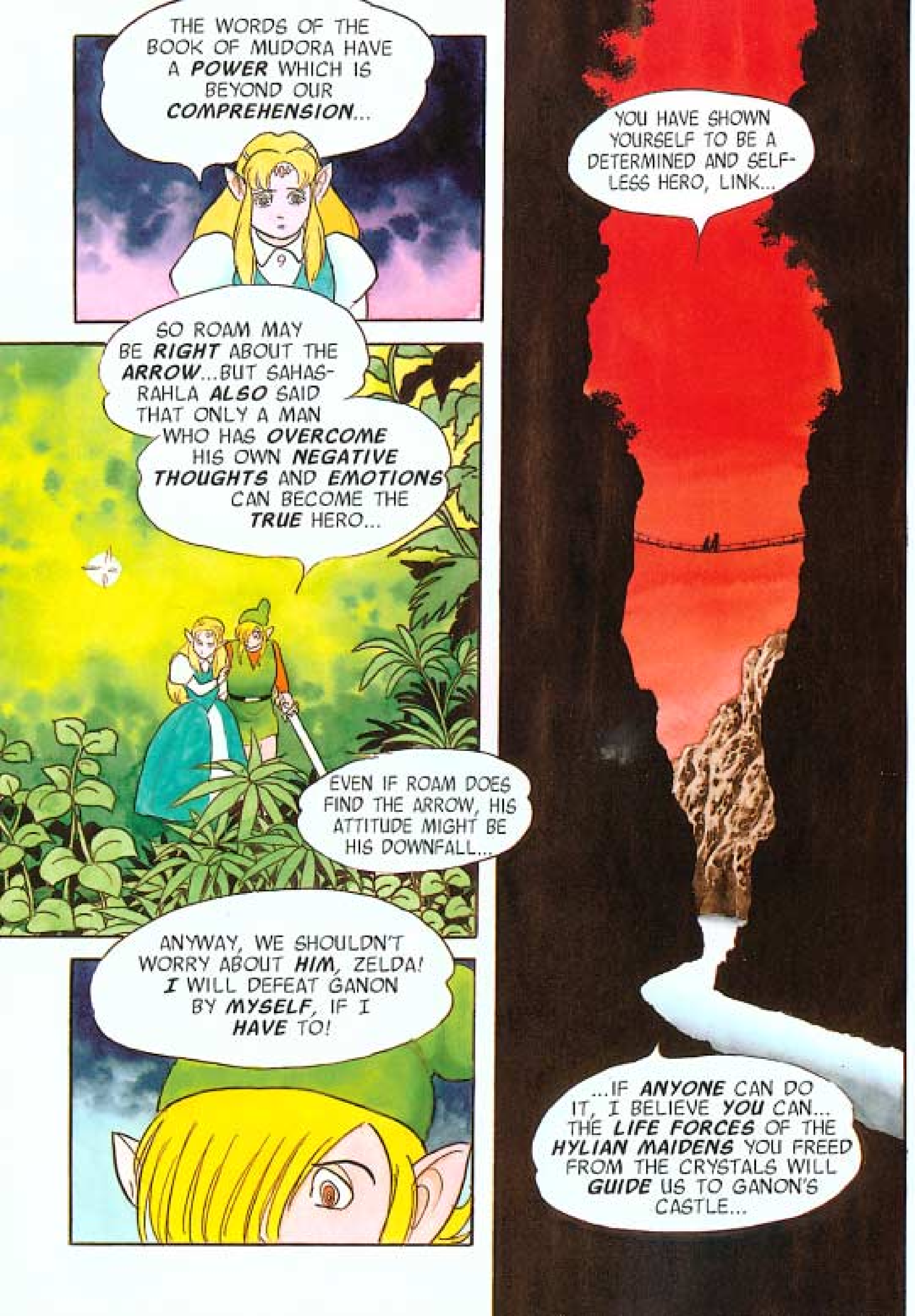

PSSHOOOOOOM!

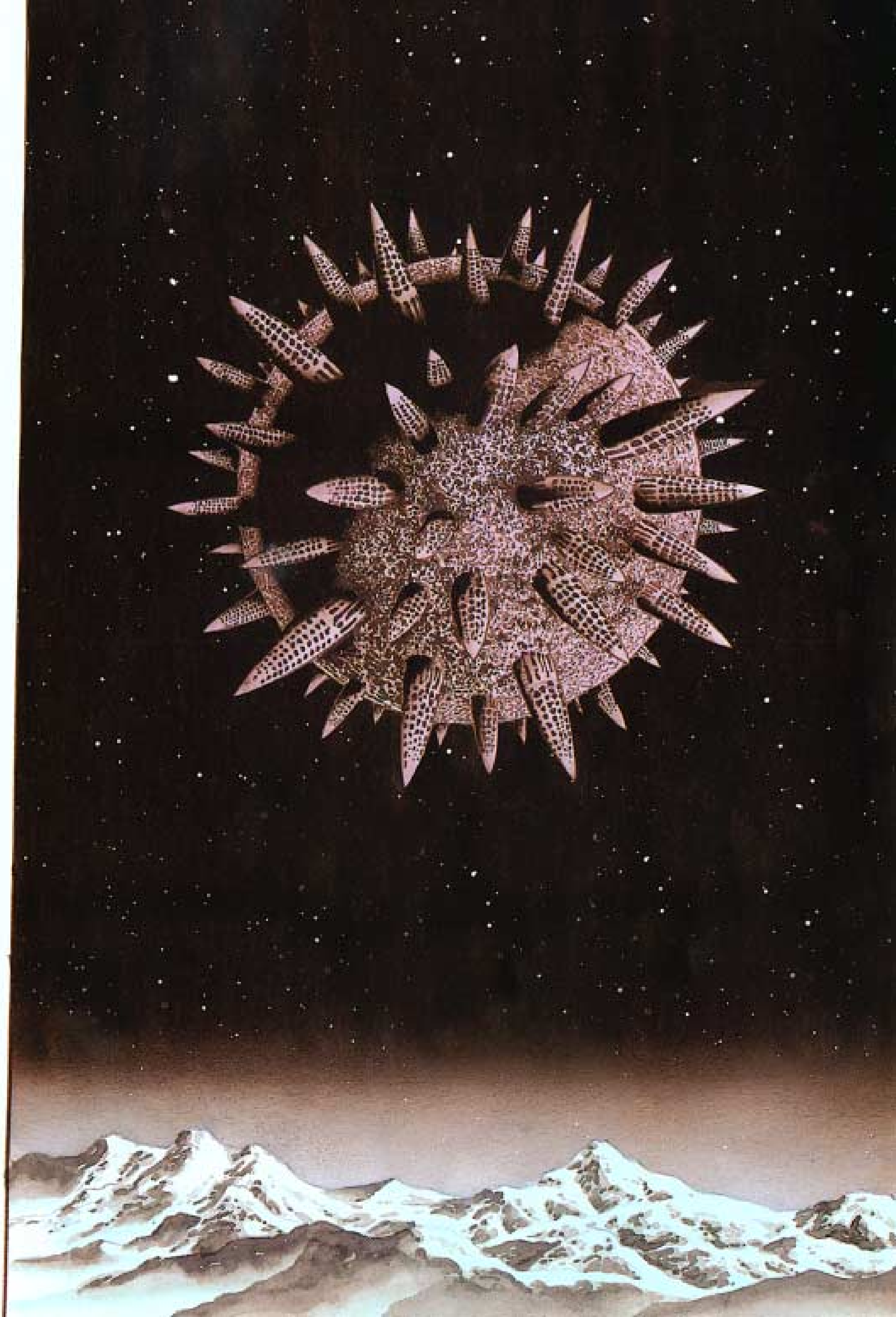

KEEEESH!
ZELDA!!
...ZELDA!! ARE YOU OKAY?!
LINK...

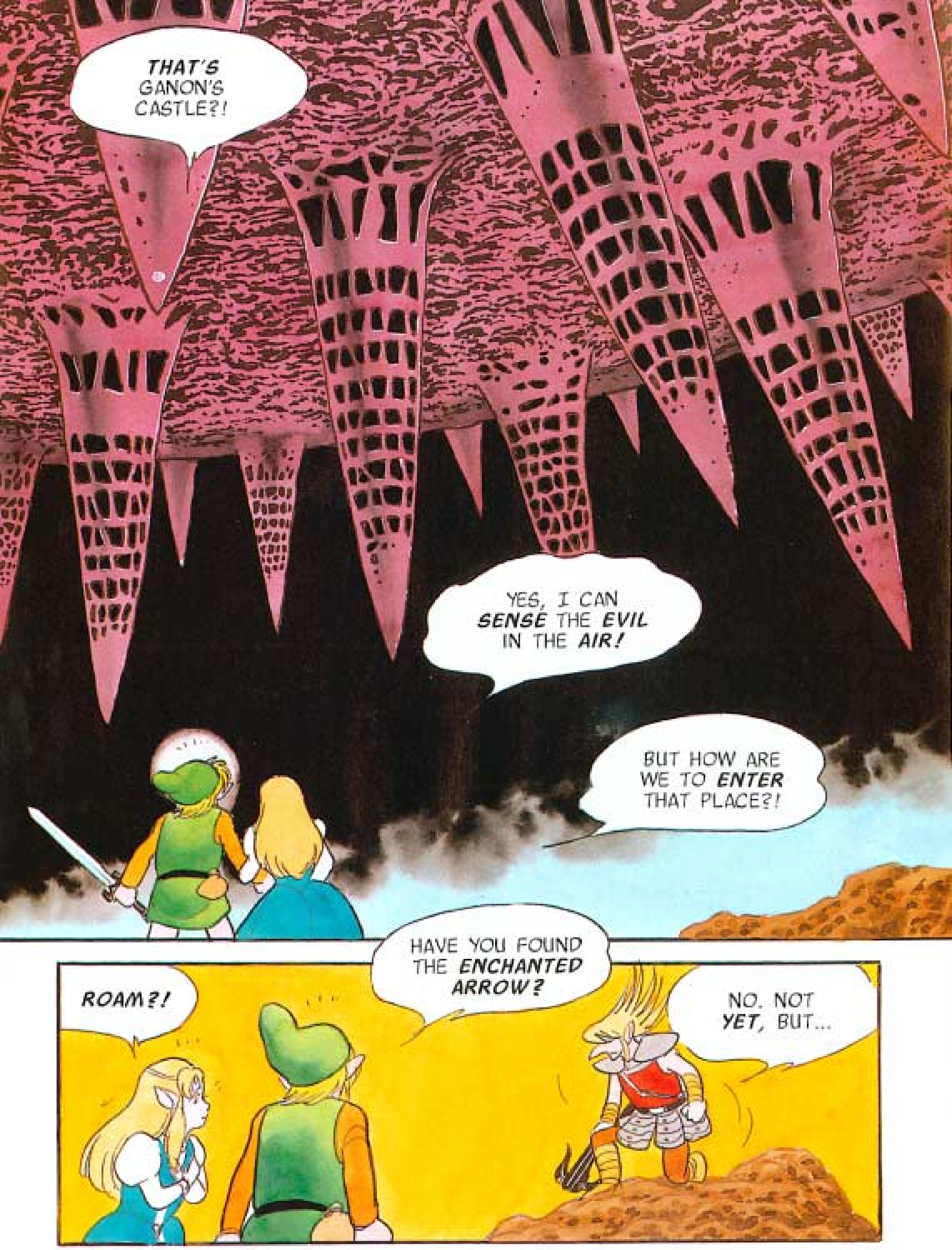

LINK!
THIS IS NO TIME FOR ROMANCE!
...!
RUN FOR IT!
PSSSSSSH!
RRRRRUMBLE!
PSSSSSSH!
FSSSSH!
RRRRUMBLE...

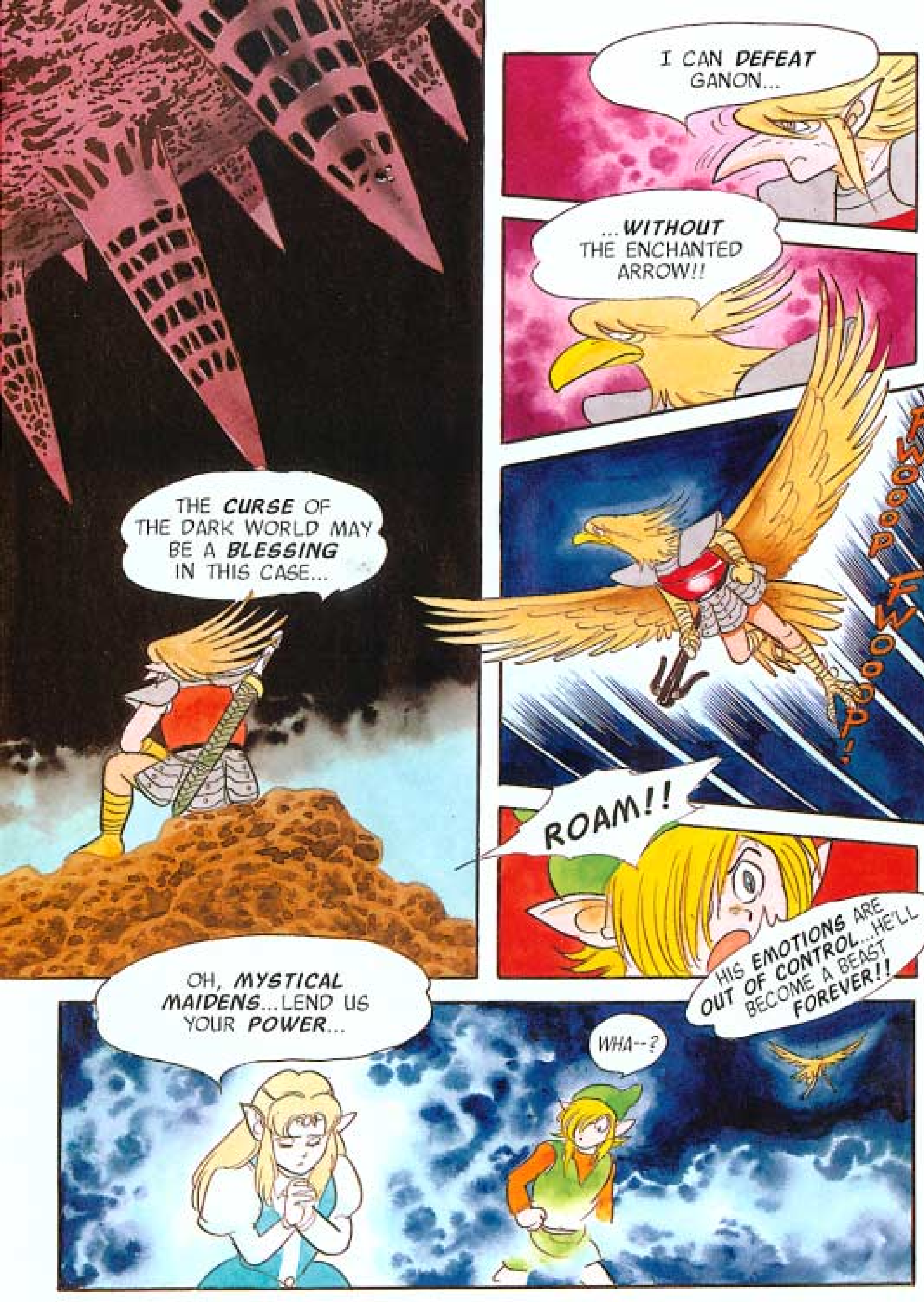

PSSHHOOO

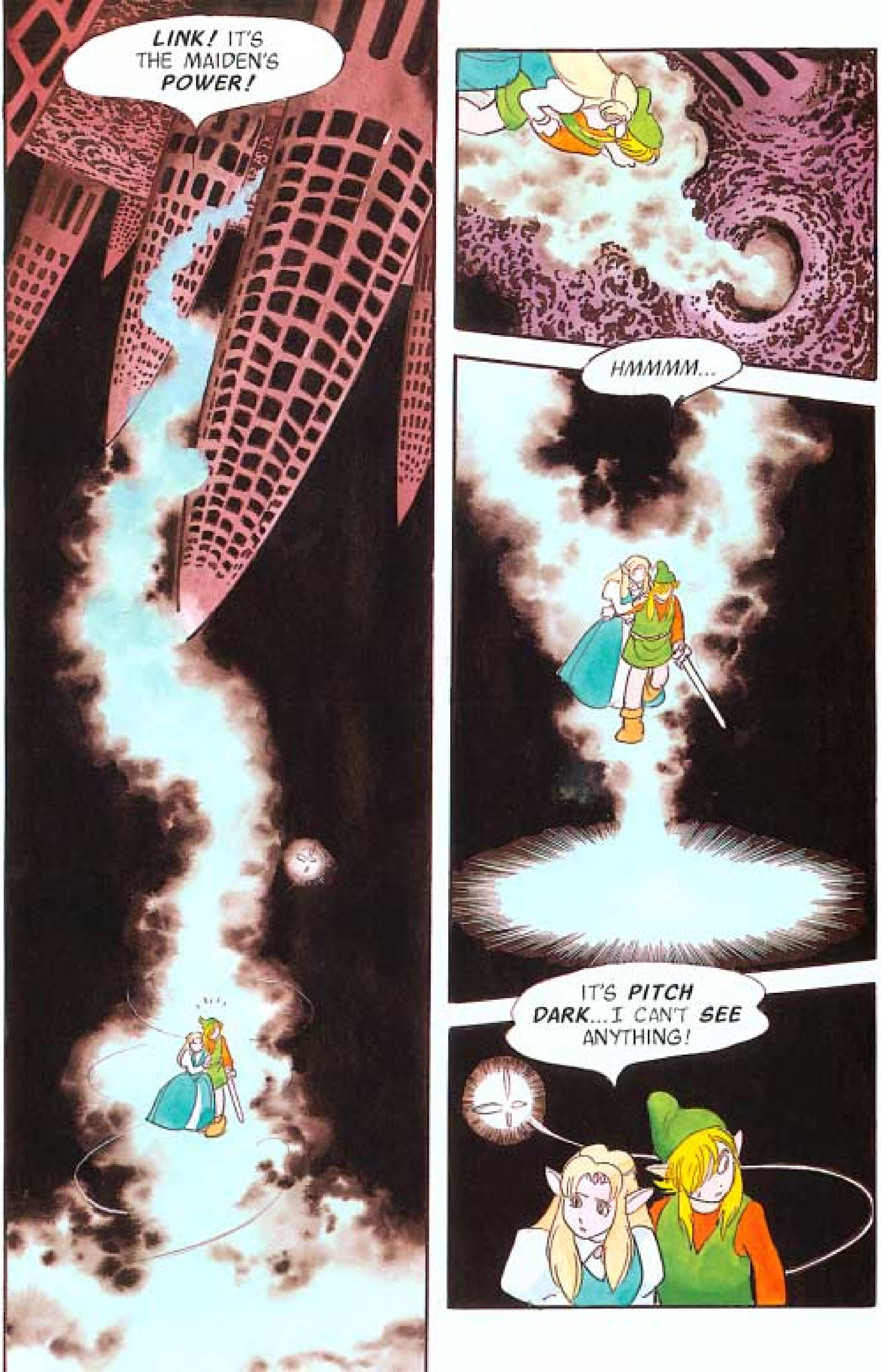

M!
IF *I* HADN'T BEEN SUCH A GREAT SHOT, ***YOU*** WOULD BE HAVING YOUR REUNION ***INSIDE*** THAT CREATURE'S ***STOMACH!***
ADMIT IT, LINK. IT SEEMS TO SUPPORT THE ***BOOK OF MUDORA'S*** PROPHECY THAT ONLY THE ***ENCHANTED ARROW*** CAN DEFEAT THE ONE WHO ***CORRUPTED*** THIS WORLD.
WELL, I WAS DOING FINE WITH THE ***MASTER SWORD*** BEFORE YOU SHOWED UP...
YOU ARE ***STUBBORN*** AND ***FOOLISH***... ***I*** WILL GET THE ARROW AND ***I*** WILL DEFEAT GANON!

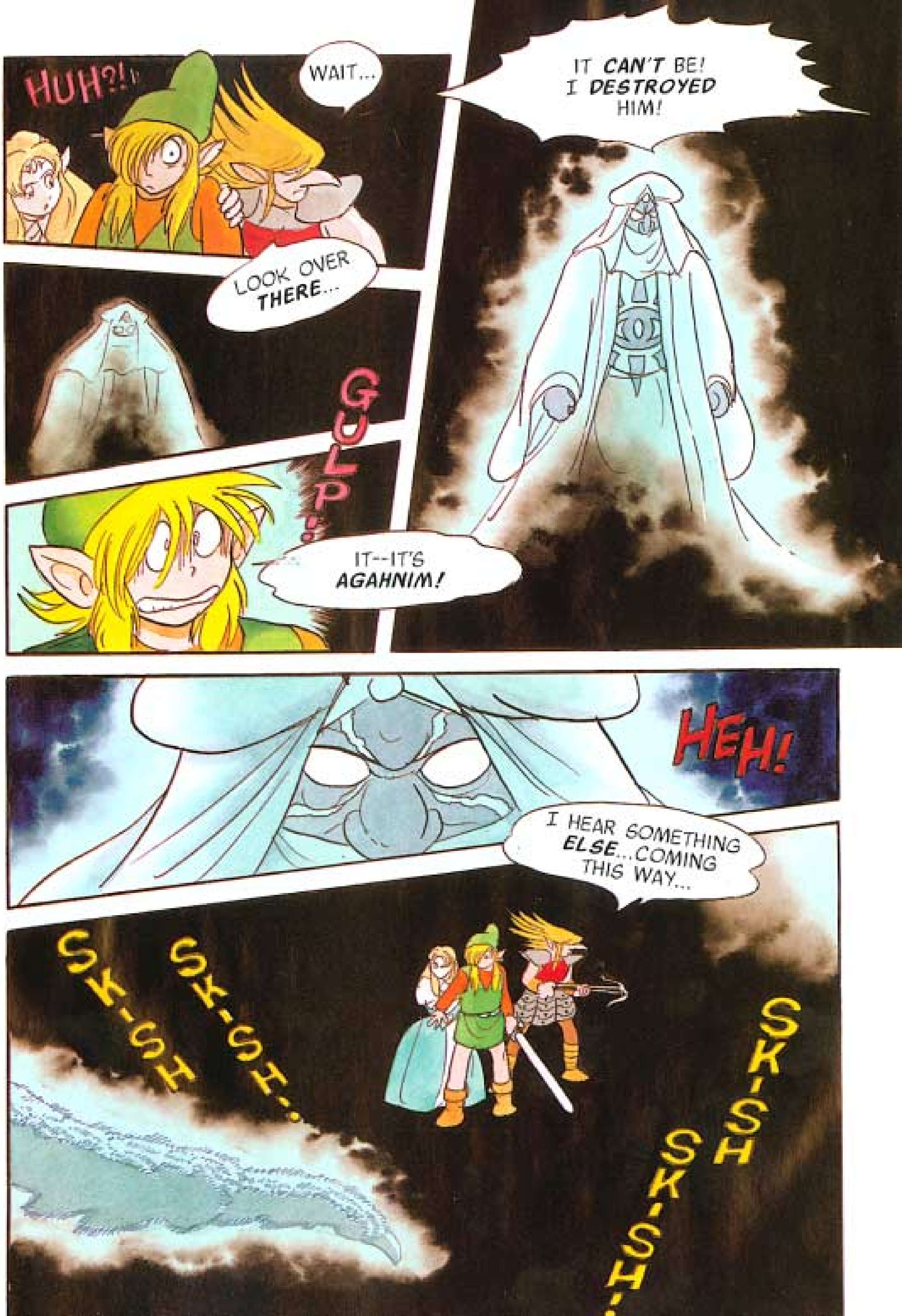

THE WORDS OF THE BOOK OF MUDORA HAVE A **POWER** WHICH IS BEYOND OUR **COMPREHENSION**...
SO ROAM MAY BE **RIGHT** ABOUT THE **ARROW**...BUT SAHASRAHLA **ALSO** SAID THAT ONLY A MAN WHO HAS **OVERCOME** HIS OWN **NEGATIVE THOUGHTS** AND **EMOTIONS** CAN BECOME THE **TRUE** HERO...
EVEN IF ROAM DOES FIND THE ARROW, HIS ATTITUDE MIGHT BE HIS DOWNFALL...
ANYWAY, WE SHOULDN'T WORRY ABOUT **HIM**, ZELDA! **I** WILL DEFEAT GANON BY **MYSELF**, IF I **HAVE** TO!
YOU HAVE SHOWN YOURSELF TO BE A DETERMINED AND SELFLESS HERO, LINK...
...IF **ANYONE** CAN DO IT, I BELIEVE **YOU** CAN... THE **LIFE FORCES** OF THE **HYLIAN MAIDENS** YOU FREED FROM THE CRYSTALS WILL **GUIDE** US TO GANON'S CASTLE...

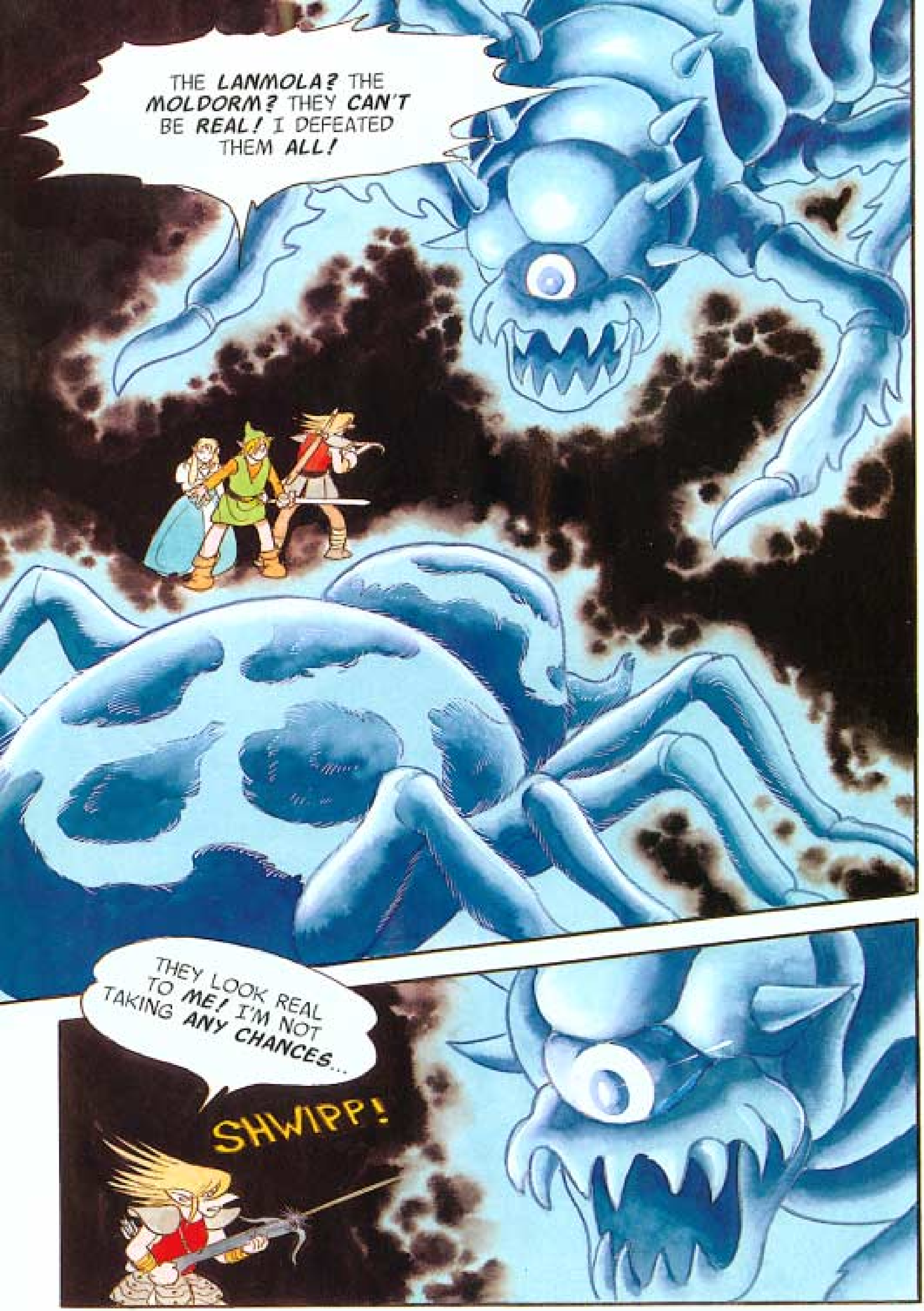


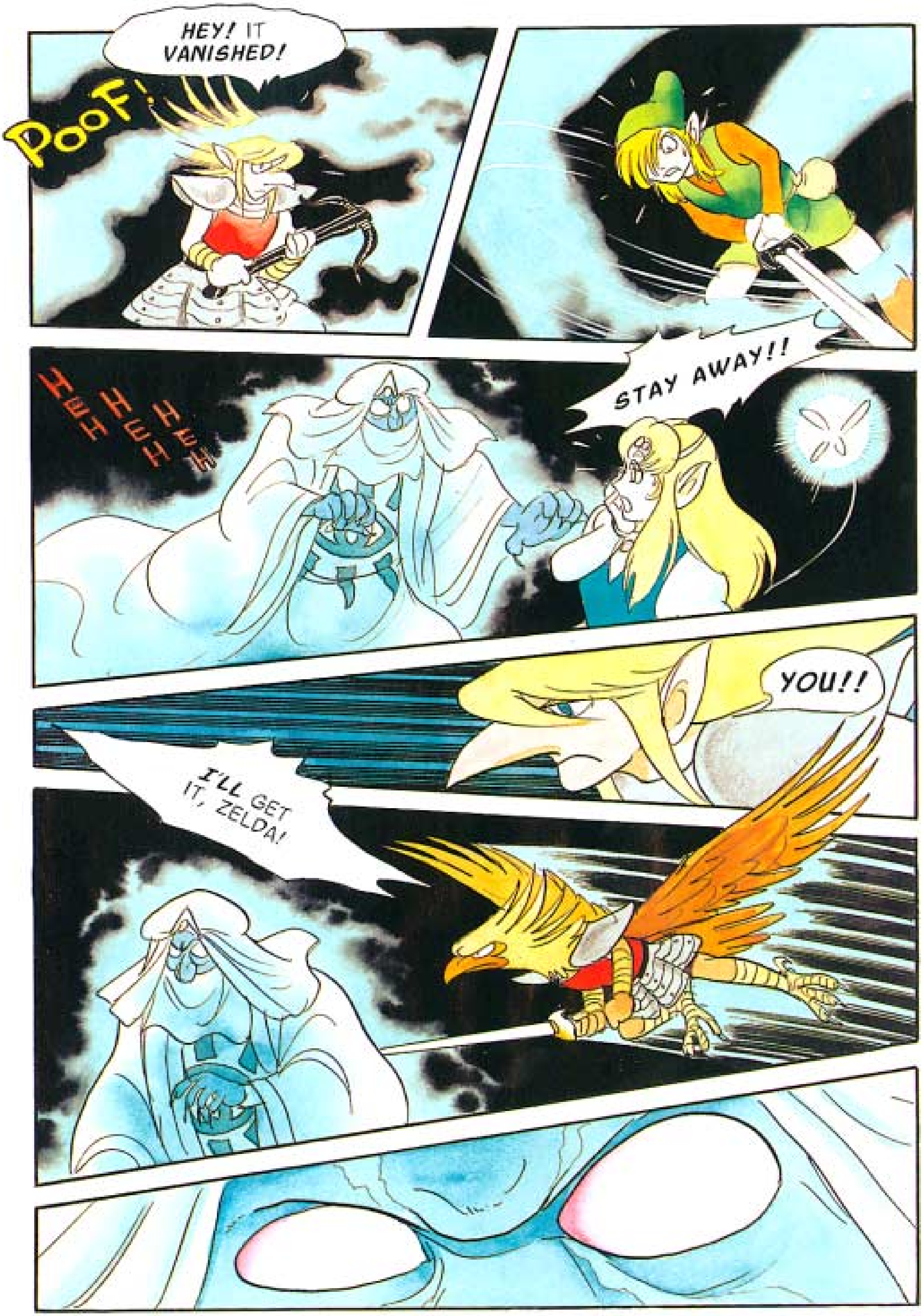

THAT'S GANON'S CASTLE?!
YES, I CAN SENSE THE EVIL IN THE AIR!
BUT HOW ARE WE TO ENTER THAT PLACE?!
ROAM?!
HAVE YOU FOUND THE ENCHANTED ARROW?
NO, NOT YET, BUT...

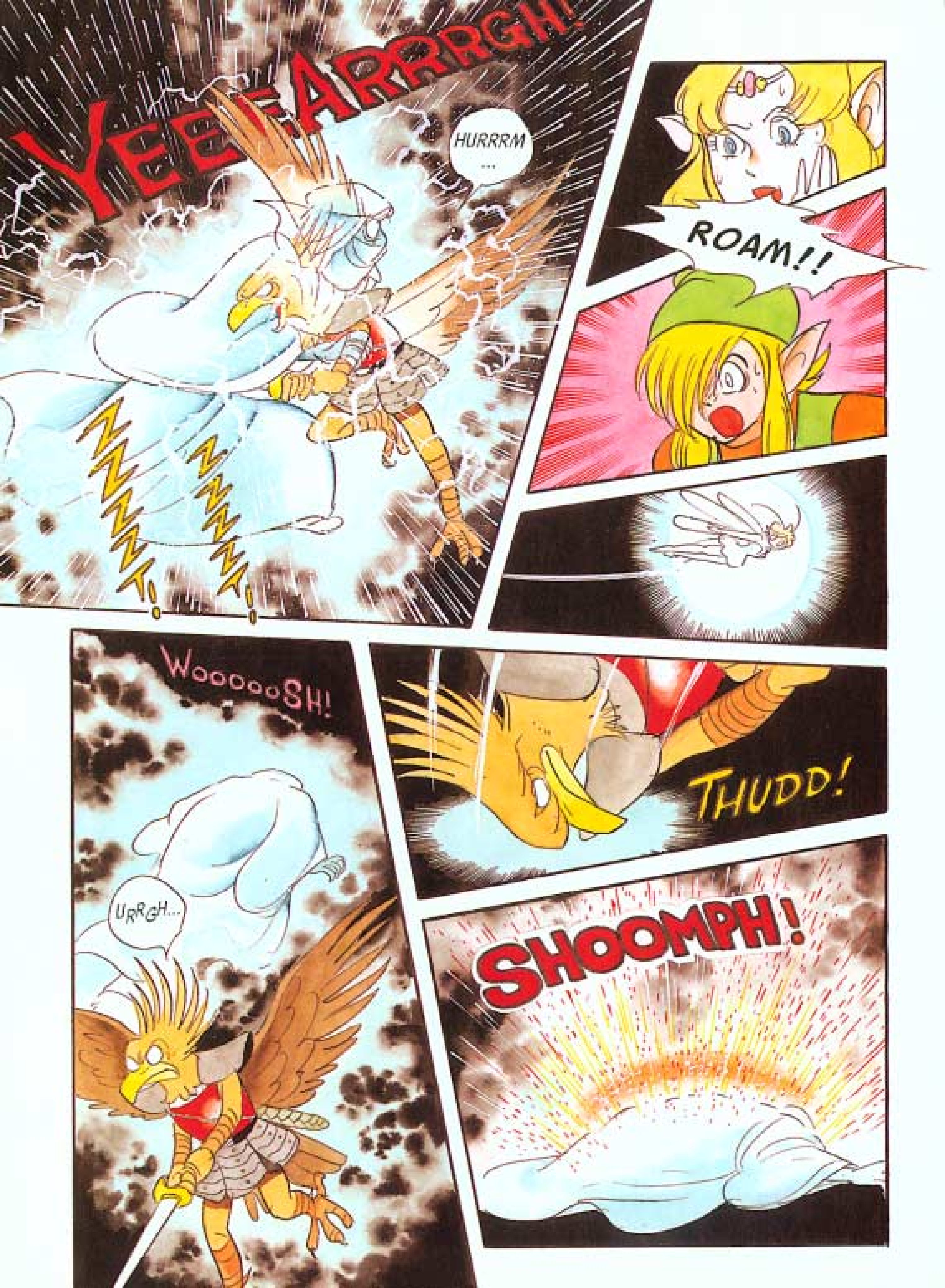

THE CURSE OF THE DARK WORLD MAY BE A BLESSING IN THIS CASE...
I CAN DEFEAT GANON...
...WITHOUT THE ENCHANTED ARROW!!
FWOOOP FWOOOOP!!
ROAM!!
HIS EMOTIONS ARE OUT OF CONTROL...HE'LL BECOME A BEAST FOREVER!!
OH, MYSTICAL MAIDENS...LEND US YOUR POWER...
WHA--?

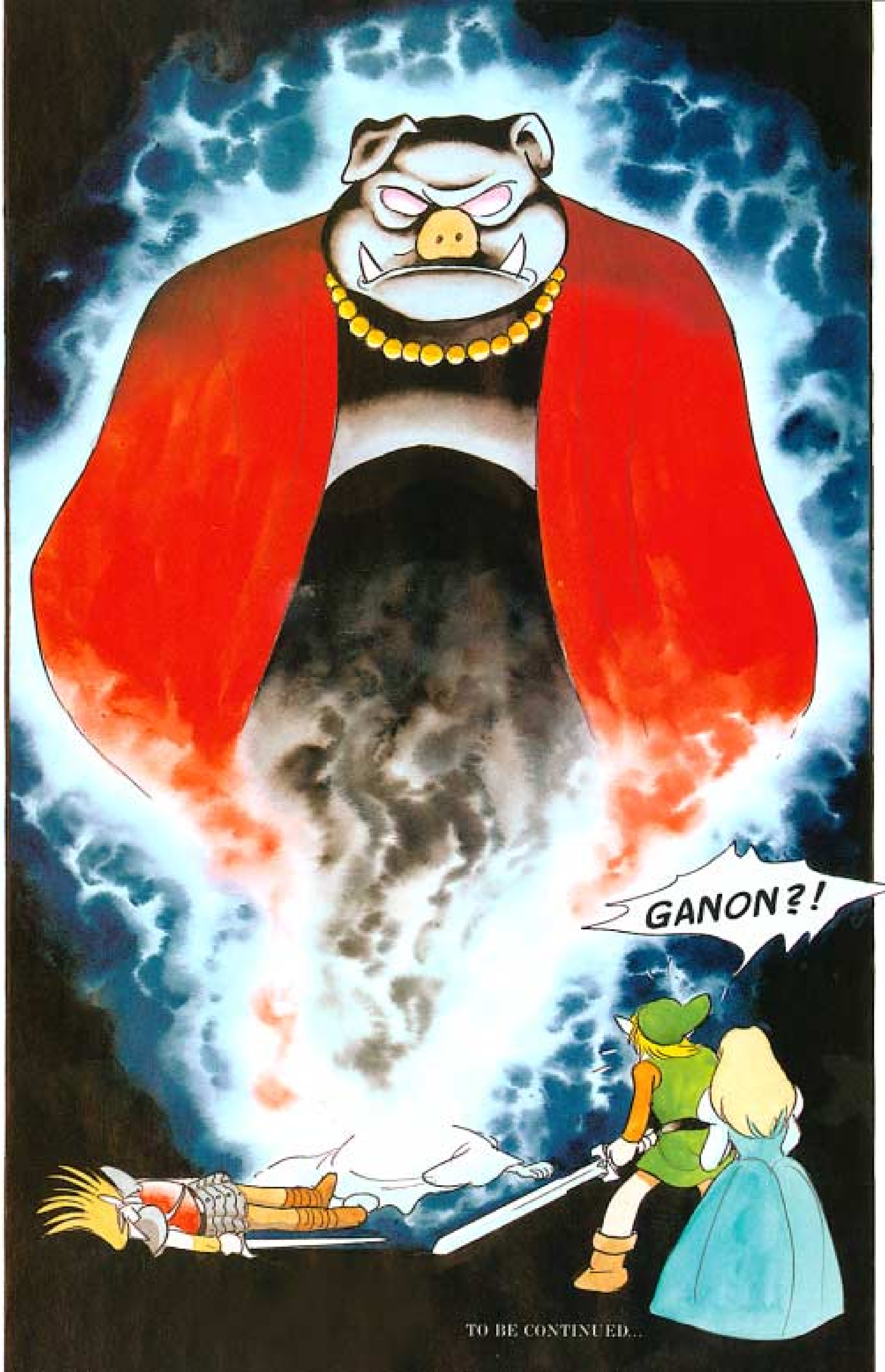

LINK! IT'S THE MAIDEN'S POWER!
HMMMM...
IT'S PITCH DARK...I CAN'T SEE ANYTHING!


HUH?!
WAIT...
LOOK OVER THERE...
GULP!!
IT--IT'S AGAHNIM!
IT CAN'T BE! I DESTROYED HIM!
HEH!
I HEAR SOMETHING ELSE...COMING THIS WAY...
SK-SH
SK-SH...
SK-SH
SK-SH-SH...


THE **LANMOLA?** THE **MOLDORM?** THEY **CAN'T** BE **REAL!** I DEFEATED THEM **ALL!**
THEY LOOK REAL TO **ME!** I'M NOT TAKING **ANY CHANCES...**
SHWIPP!


POOF!
HEY! IT VANISHED!
HEH HEH HEH HEH
STAY AWAY!!
YOU!!
I'LL GET IT, ZELDA!


YEEEARRRRGH!
HURRRM ...
ZZZZZT!
ZZZZZT!
ROAM!!
WoooooSH!
URRGH...
THUDD!
SHOOMPH!



TO BE CONTINUED...

THE FLINTSTONES®

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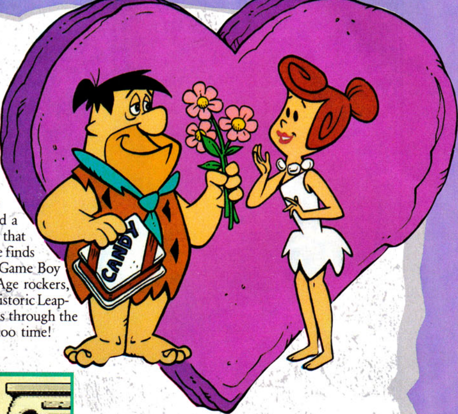
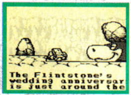
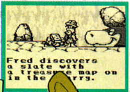
© 1992 Taito

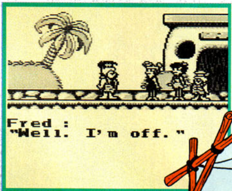
FRED GOES TREASURE HUNTING

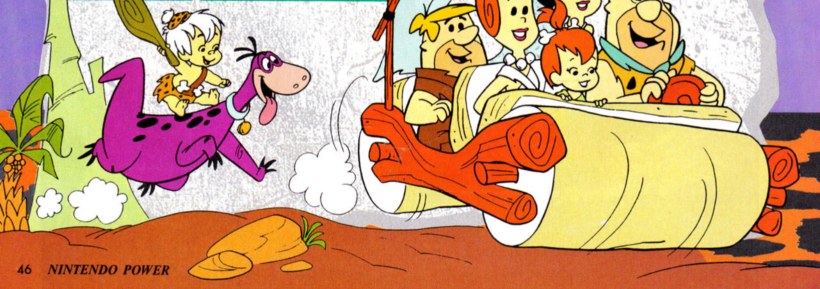


Fred and Wilma's anniversary is coming up, and he wants to find something special for her. He found a treasure map on a slate in the quarry, and he's sure that whatever the treasure is will be the perfect gift—if he finds it. Set off on the search with Fred in Taito's latest Game Boy adventure starring Bedrock's most famous Stone Age rockers, the Flintstones. This time, Fred teams up with a prehistoric Leap-a-saurus as he tromps through the desert and swims through the sea, traipsing after treasure. Have a yabba-dabba-doo time!


The Flintstone's
wedding anniversar
is just around the


Fred discovers
a slate with
a treasure map on
in the rry.


Fred :
"Well. I'm off."

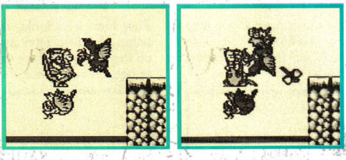


BEDROCK

After Betty and Wilma wave goodbye, Fred starts his stroll down the streets of Bedrock, taking care not to collide with bad news bunnies, slithering snakes and bomb-dropping buzzards. He can put them out of commission by striking twice with his caveman Hammer, but sometimes it's best to just stun them with a single blow.

Bedrock Treasures	
Coins	22
Gazoos	22
Hearts	2

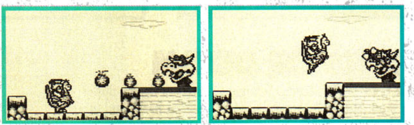
STONY STEPS



If you toss out a single Hammer, it stuns enemies and turns them into steps of stone that Fred can use to climb to higher places, like the rooftops. Step lively, though. The stunning stone act is only temporary.

BIG TIME BAD BREATH

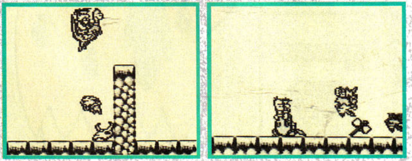
Before you leave Bedrock, you battle a fire-breathing beast who's in no mood to compromise. The encounter is easy if you're on a Leap-a-saurus. Just stand back and whip Hammers from a safe distance. Attacking on foot is more dangerous.



Wait for the fire breath to die down before leaping in to attack or stand back and throw the Hammer from atop the Leap-a-saurus. Four hits will dowse the flames.

FRED'S ROCKIN' REPTILE

Fred sets off in search of treasure by himself, but along the way he can pair up with a dynamic dinosaur, the Leap-a-saurus. Fred's pretty much flat-footed himself, but when riding the leaping lizard he can jump about three times higher than usual. On foot, his throwing range is short, but when he's on the Leap-a-saurus he can throw the Hammer faster and farther.



The Leap-a-saurus has tremendous spring in his legs. He easily bounds over high walls.

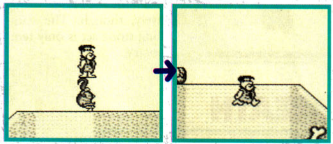
DESERT ROCK

Desert Treasures	
Coins	25
Gazoos	25
Hearts	2

After he exits Bedrock, Fred braves the desert in Stage 2. He has two opportunities to pick up Hearts here, and with deadly desert dwellers like armadillos, scorpions and buzzard bombers, they'll come in handy. Collect Coins for extra points and Gazoos for extra lives. Before you exit the desert, you'll find a secret room—if you can find its hidden door.

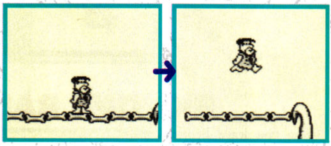
QUICKSAND

Is that a sand dune ahead or just a mirage? If you step into the sinking sand patches, you'll be carried away. Stun enemies with the Hammer and use them to step over the shifty sand.



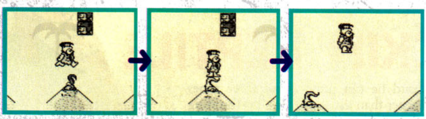
BONE BRIDGE

They form what looks like a solid bridge, but these bones are brittle. They start to fall as soon as you step on them, so you'll have to hot-foot it across the span as quickly as possible.



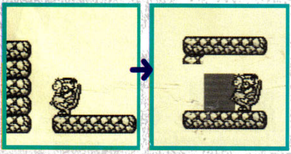
DUNES OF DOOM

After crossing the bone bridge, Fred encounters a series of deadly dunes made of shifting sand. Shoot the Scorpions that sit at the peaks and use them as steps to keep from being pulled into the gullies between the dunes.



BREAK THE BOULDERS

With a Leap-a-saurus, you can jump up to the ledge at the end of Desert Rock. Hammer the stone wall to uncover the hidden door, then enter to find treasures.

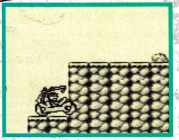


CAVEMAN COMPETITION

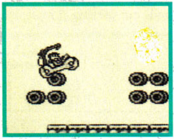
STAGE 3

Test Drive Treasures	
Coins	175
Gazoos	50
Hearts	0

Caveman cars came hot on the heels of the invention of the wheel, and Fred was one of the first to climb into the driver's seat. The caveman circuit has tons of Coins and gobs of Gazoos. Open it up on level ground and keep your speed up to jump big pits in the road, but slow down and drive carefully to climb over boulders. Collect the treasures you find to get extra lives.



Keep your speed up as the screen scrolls and jump to avoid the stone walls.



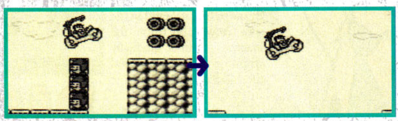
Collect as many Coins and Gazoos as you can without getting behind the pace.

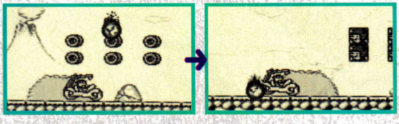
STAGE 6

More Treasures	
Coins	120
Gazoos	80
Hearts	0

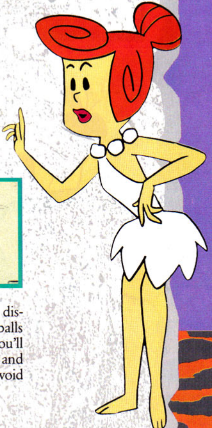
The second driving challenge, Stage 6, is faster and more furious than the first one. This time the gaps are wider and there's water on the course. Don't take too much time collecting treasures. Pick up the pace and watch out for balls of fiery lava that fly from the volcano in the background!

Slow down slightly and jump repeatedly to pick up as many Coins as you can without wasting valuable time. Speed up to jump the huge gaps and big boulders.





The volcano in the distance spews big fireballs when it erupts. You'll have to speed up and slow down to avoid them as they fall.



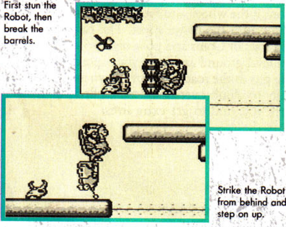
DARK SHIP

Dark Ship Treasures	
Coins	50
Gazoos	35
Hearts	3

A cinema scene opens Stage 4, which has Fred taking to the sea in a big, mysterious ship. At the helm: the insidious Igor Stone. It's a funny place to find a Flintstone! The ship has multiple levels and many enemies, including pairs of flying Fish, a robotic crew and shrunken heads on ropes. Dodge the cannon fire while you search the decks for Igor, and look for a hidden room near the beginning.

BOP THE 'BOT

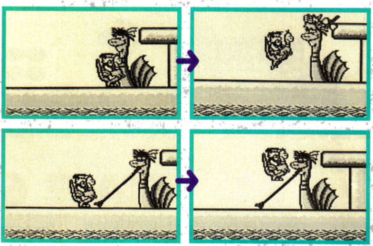
The Robot behind the barrels can't hurt you from there, but he can't help either. Hammer the barrels to free him, then stun him with another Hammer and use him as a step up to the ledge.


First stun the Robot, then break the barrels.

Strike the Robot from behind and step on up.

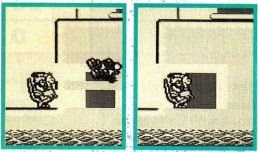
DRAGON POWER

The ledge above is out of reach, but you can enlist the Dragon's help against its will. Throw Hammers at it until it rolls out its long tongue, which you can use as a stairway.



HIDDEN HOARD

A secret room is hidden behind a wall near the beginning of the stage but you must have the Leap-a-saurus and perform the power throw to find it. Stand in the spot shown and throw the Hammer until it gradually chips the wall away to reveal the hidden door.



YABBA-DABBA-DOO

THE SEA BOTTOM

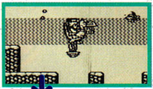
Hold your breath! Fred takes the plunge in Stage 5. He drops all the way to the sea floor and fights with Lobster, Jellyfish and other marine life on his way to King Rock Castle. Use the Jellyfish as steps and try to tame the tides. Who would have thought that cavemen could swim?

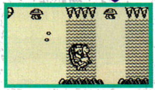
Undersea Treasures	
Coins	11
Gazoos	53
Hearts	2

TURN THE TIDE

The wavy, dark lines show where the currents run strong. If you can't avoid them, fight their pull and time your jumps carefully.

Strong currents run back and forth, up and down.

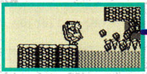




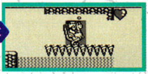
Take the current's pull into account as you leap.

BEHIND THE WALL

Stand on the boulders shown above and Hammer away at the wall until you see the hidden door.



Keep pounding at the wall until it crumbles.



Jump on the remaining spikes to reach the door.

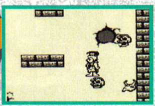
KING ROCK CASTLE

Castle Treasures	
Coins	25
Gazoos	28
Hearts	3

Wilma's treasure lies in King Rock Castle, the final stage of Fred's search, but you have to fight the King himself to claim it. The castle's halls lead right and left, up and down. Dodge the skulls and bouncing boulders as you leap along ledges to find the Treasure Room.

STEP IT UP

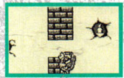
Skulls aren't all bad. Use them as steps and work your way up to the tops of the narrow corridors.



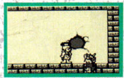
Stun the Skull and step right up to the ledge.

TWO TECHNIQUES

If you have the Leap-a-saurus, you can blast through walls, but Fred has tricks when he's alone, too.



Break walls down with a powerful Hammer throw.



Solo Fred can angle the Hammer down into pits.

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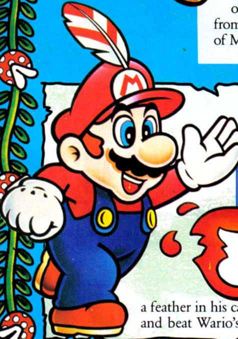
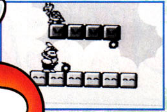
SUPER MARIO LAND 2®
6 Golden Coins™

Get set for the biggest adventure in Game Boy history! Super Mario Land 2 follows our Koopa-crushing hero as he returns from victory in Sarasaland to find the citizens of Mario Land in a brainwashed stupor. The kook behind this chaos is a pesky plumber impersonator named Wario who is hiding away in Mario Castle. Mario must uncover Six Golden Coins so that he can enter the Castle and lift the spell from the land.



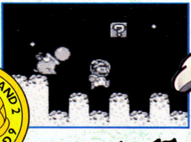
FIREMAN!

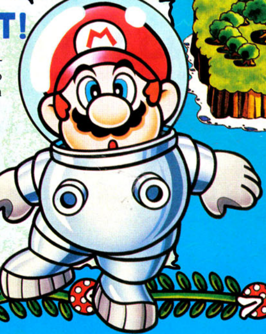


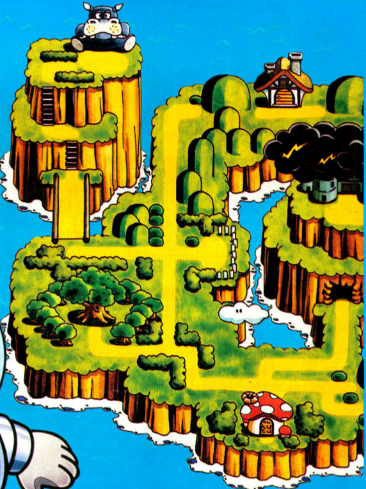
When Mario finds a Fire Flower and puts a feather in his cap, he can toss balls of flame and beat Wario's drones in a flash.

ASTRONAUT!

One of the Golden Coins is hidden in the Space Zone. Mario comes prepared with his own Astronaut Suit.







Dear Mario,

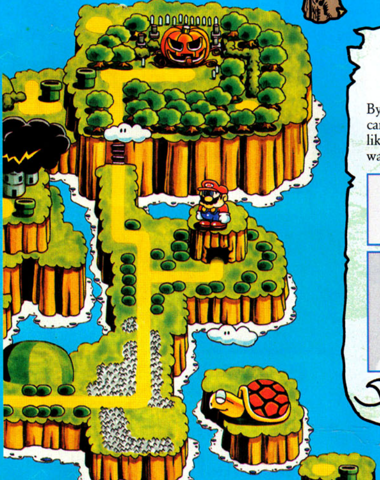
You may have noticed a few changes in your former home. While you were off playing hero in Sarasaland, I took it upon myself to cast a spell over the population and turn the citizens into mindless zombies. I've also moved into the Castle on the hill, so I fear that you'll have to look for new accommodations.

My entire operation is run from Wario Castle and the entrance is magically sealed. The only way to break into this fearsome fortress is to collect the Six Golden Coins and place them at the entrance. The Coins are hidden deep within the zones of the land and guarded by my army of oblivious devotees.

Don't even think of trying to thwart me Mario. It's Wario's World now and there's nothing that you can do to stop my sinister scheme.

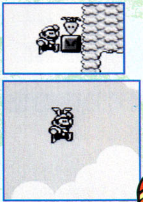
Best Regards,
Your Maniacal Arch Villain,
Wario

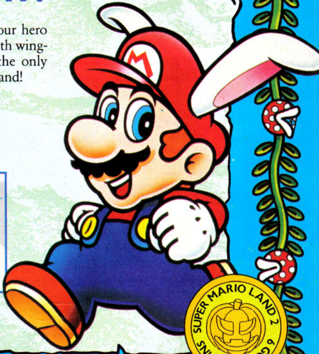
MARIO LAND



RABBIT!

By catching a Carrot, our hero can take to the skies with wing-like Rabbit Ears. It's the only way to fly in Mario Land!

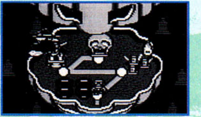


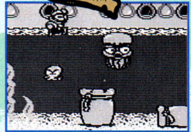


EXPLORE MARIO LAND
ON THE NEXT PAGE

MARIO LAND REVEALED

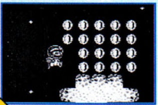
There are six multi-stage zones in Mario Land. You'll earn the Golden Coins by clearing the stages of each zone and defeating the zone leaders. Once all of the Coins have been returned to their rightful place at the entrance of Mario Castle, you'll be able to enter the Castle and search for Wario.

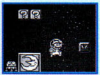

Each zone contains several challenging stages.


Zone leaders guard the Six Golden Coins.

SPACE ZONE

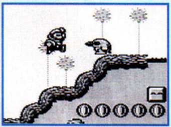
Blast off for battle in the zero-gravity Space Zone and collect the Golden Coin before it floats away.

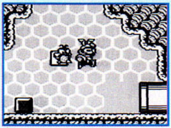

As Astronaut Mario, you'll have the right stuff to explore the vacuous Space Zone.


Collect Coins and punch boxes for special items.

TREE ZONE

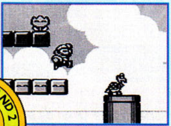
The giant tree of Mario Land is full of crazed creatures who have been hypnotized by evil Wario.

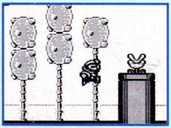

You'll go below the soil before you climb the tree.

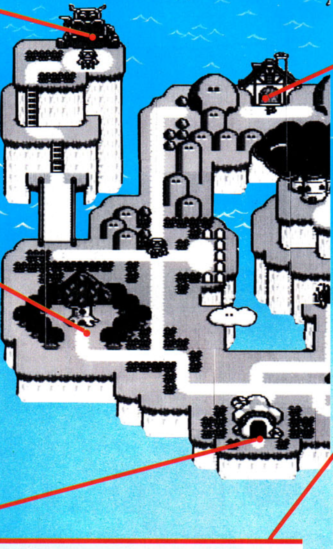

Some Tree Zone creatures are as angry as hornets.

MARIO LAND ENTRANCE

Traditional Mushroom Kingdom creatures populate the stage at the Mario Land entrance.

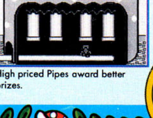

Warm up with some Koopa-Troopa stomping action.


Watch for plumber-consuming Piranha Flowers.



SLOT MACHINE

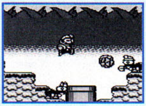
The one-armed bandit of Mario Land will reward you with Power-Ups and extra lives if you're lucky. Save up your Coins and give it a whirl.



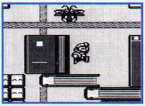
High priced Pipes award better prizes.

MACRO ZONE

This humongous house is home to a horde of magnified monsters. Try to cut them down to size.



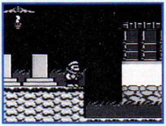
Ants can throw several times their weight.



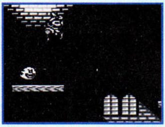
How about some light reading?

PUMPKIN ZONE

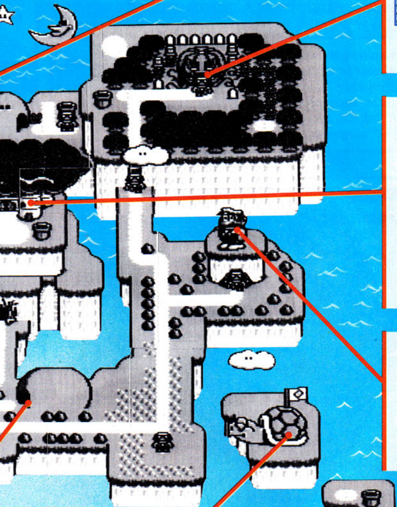
The Jack-O-Lantern of Mario Land is haunted by a band of ghostly goons. Beware!



Walk softly as you explore the Pumpkin Zone's haunted grounds.

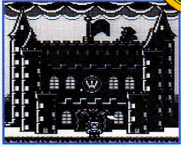


Ghosts give chase in this zone's dark areas.



MARIO CASTLE

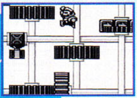
Wario has claimed Mario Castle as his own. Once you collect the Six Golden Coins, you'll be able to enter the Castle and take it back.



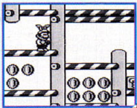
Wario has inverted the Mario "M" to symbolize his takeover.

MARIO ZONE

This monstrous mechanical replica of Mario was built to honor the leader of the land. Now it's full of dangerous gizmos and evil creatures.



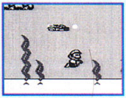
Climb the gears to the top of the Mario machine.



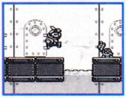
The Mario Zone is a mechanical maze.

TURTLE ZONE

Creatures of the deep inhabit this underwater zone. Use you aquatic experience from other Mario adventures to swim these sunken stages, then collect the Golden Coin from an evil octopus.



Mario takes a plunge in the Turtle Zone.



The shipwreck is an enemy stronghold.

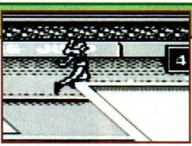
TRACK&FIELD™

A STADIUM IN YOUR HAND

Konami's Track & Field reproduces the popular arcade and NES games with excellent results. The 11 events range from Archery to the 100 Meter Dash. Some require precise aiming, while to succeed in others you just need quick fingers and stamina. Go for the gold or play head-to-head using the Game Link cable.

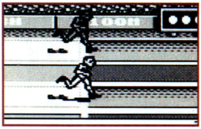
LONG JUMP

The Long Jump requires both strength and good timing. Push your power to the limit on the runway, then jump from the foul line. You control the angle of the jump with the Control Pad. On this and other jumping events, 42° is optimum.

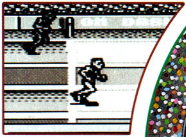


100 METER DASH

Finger speed and stamina are all you need to win in this foot race. Use both the A and B Buttons to max out your speed.

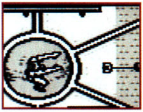


Don't jump the gun. Wait for the third light.



HAMMER THROW

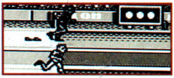
Spin four times, press the Control Pad to set the angle of your throw and let it rip. Sounds easy, but it isn't.

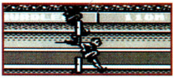


Push the angle of the throw to between 40° and 50° and release between the angled lines. If you throw at 80° and full power, you will knock down a UFO.

110 METER HURDLES

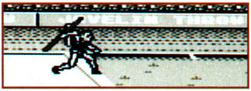
This is the ultimate test of strength and timing. As you run all-out, you must also precisely time your jumps. If you crash into a hurdle, you'll fall flat on your face and lose precious time. If you hit the hurdle, you'll also lose a fraction of a second, but you can recover with foot speed. The World Record of 12.92 seconds will be tough to beat.





JAVELIN THROW

Push your speed up to the maximum on the runway, then release the javelin at an angle of between 40° and 45°. With a little practice, you should be able to set a record.

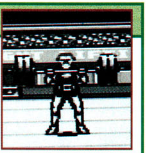


TM & © 1992 Konami

TRACK & FIELD

WEIGHT LIFTING

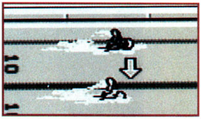
Each lift consists of three motions. The Power Meter indicates how much strength you'll need to lift the bar to your shoulders in a squat, then stand up and finally heft it overhead, where you must hold it for three seconds.



When the "Up" sign appears, it means you have enough strength to lift the weight. Go for it.

SWIMMING

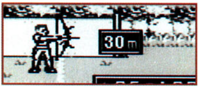
The Swimming event requires stamina, power and well-timed breathing. The breathing is really the key. Too many breaths wastes time, while too few reduces your power.



When the arrow appears, it means you should take a breath of air to restore energy.

ARCHERY

You'll have to make adjustments for distance and wind. At 30 Meters, you won't need any elevation, but at 70 Meters, you may go up to 10°. Adjust at least one degree for every increment of wind.

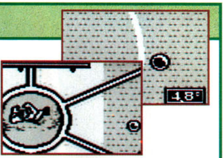


TRIPLE JUMP

The Triple Jump requires three jump angle adjustments. Once again, try to get in the low 40° range. You also have to reach maximum power on the runway if you want to set a record, which is almost impossible.

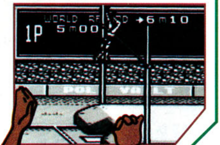
DISCUS THROW

This event is just like the Hammer Throw. Spin four times, then aim between the angled lines and hold the Control Pad until you reach 42°.



POLE VAULT

Set the height, then grab your pole and start the run. When the pole tip is right above the cup, plant it, then release (using the Control Pad) to spring over the bar. Timing and speed are the keys.

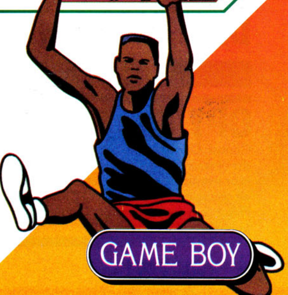


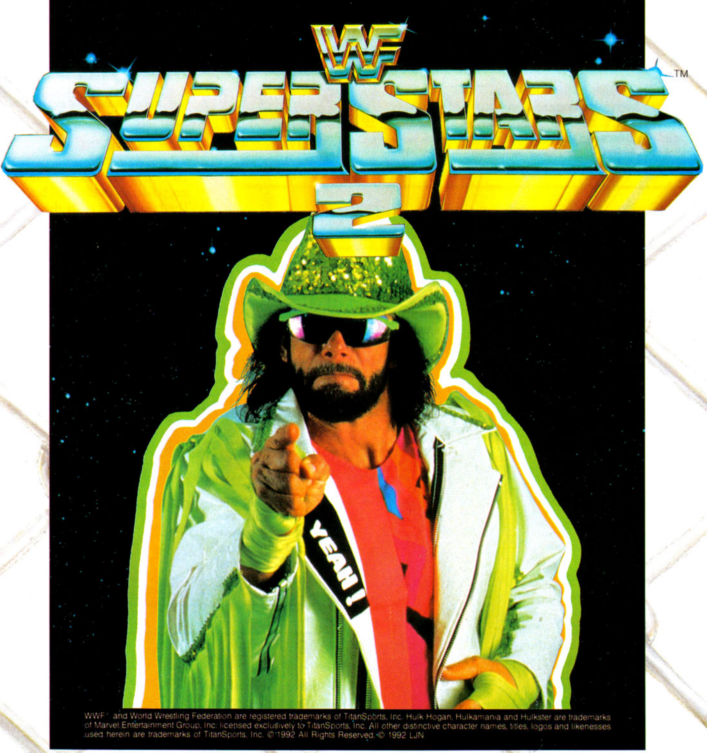
GOING FOR GOLD

Besides setting records, you can compete in all of the events for the All-Around Gold Medal. You'll have to score near-record performances to win the Gold. You must accumulate over 9,000 points just to get the Silver. But whatever your score, you can always improve. That's the real challenge of Track & Field.

CONGRATULATIONS!
1
2
3

Depending on your total score in the All-Around, you can earn a Silver or Bronze medal, or score in the top ranks, but you need over 10,000 points to win the Gold.





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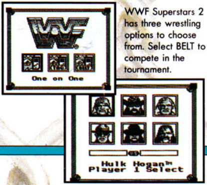
SYMPHONY OF DESTRUCTION

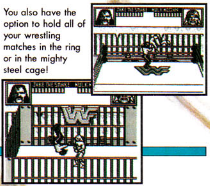
How would I describe Pro Wrestling? Hmmmm. I guess I'd have to say it's like ballroom dancing . . . in a blender. You're bound to see huge, sweaty bodies flying in multiple directions, bouncing off ropes and climbing towering steel cages. You'll hear hoots and hollers from cheering and jeering fans, and the smell of hot dogs, popcorn and spilled cola will fill the air. LJN returns with their second WWF wrestle-fest for Game Boy. Randy "The Macho Man" Savage, Sid Justice, Jake "The Snake" Roberts and three other top WWF Superstars will knock heads and compete for the title once again!

OPTIONS

Choose One-On-One to practice with any of the characters. Tag Team allows you to double your wrestling fun. The Tournament Mode will pit you against all challengers. This is a good 2-Player Simultaneous game. Game Link to go head-to-head with a friend.



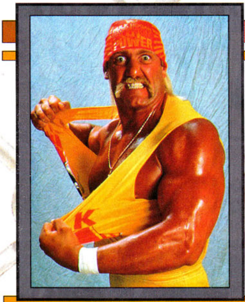
WWF Superstars 2 has three wrestling options to choose from. Select BELT to compete in the tournament.



You also have the option to hold all of your wrestling matches in the ring or in the mighty steel cage!

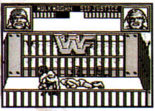
ONE-ON-ONE

The One-On-One mode lets you select your wrestler, then the computer randomly selects your opponent for the match. This mode gives you an opportunity to practice with each wrestler. If you're not satisfied, at the end of the match you can choose to have a rematch.

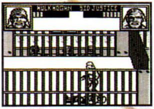


HULK HOGAN

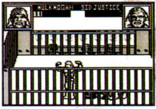
Hulkamania is running rampant! No one knows that better than the Hulkster himself. He's an extremely formidable opponent, but he's best when he's on your side either as your main wrestler or a part of your tag team twosome.



Get up, Hulk!



The Hulkster is coming back, but he's still behind.



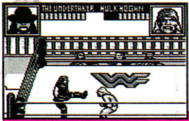
Yes! Hulk finally whips Sid Justice.

TAG TEAM ATTACK

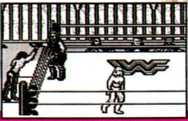
Four out of the six pro wrestlers will get a chance to jump into the ring together in a tag team match. Well, not all together, but they'll have a chance to trade off with their tag team partners during the match.

THE UNDERTAKER

From Death Valley and weighing in at 328 pounds, The Undertaker is a dark and menacing character. He'll vow to bury you in the ring! His size is his best asset. His powerful legs can deliver ferocious kicks. Keep an opponent down by stomping on him.



Hulk takes a strong kick from The Undertaker.



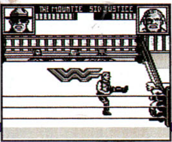
He's still leading, but The Undertaker makes the tag.

TOURNAMENT

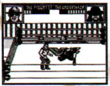
It's time to stop the hype, quit boasting and go for it in the ring! This is for the big one: the WWF Belt. An important thing to remember in any match is that you can press the Select Button to make a "comeback"—some of your energy will be restored. You'll get a "second wind," if you will.

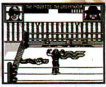
THE MOUNTIE

Hailing from Canada, The Mountie tips the scales at a mere 245 pounds. He and The Macho Man are the lightest wrestlers in the game, but they make up for it with their speed and power.



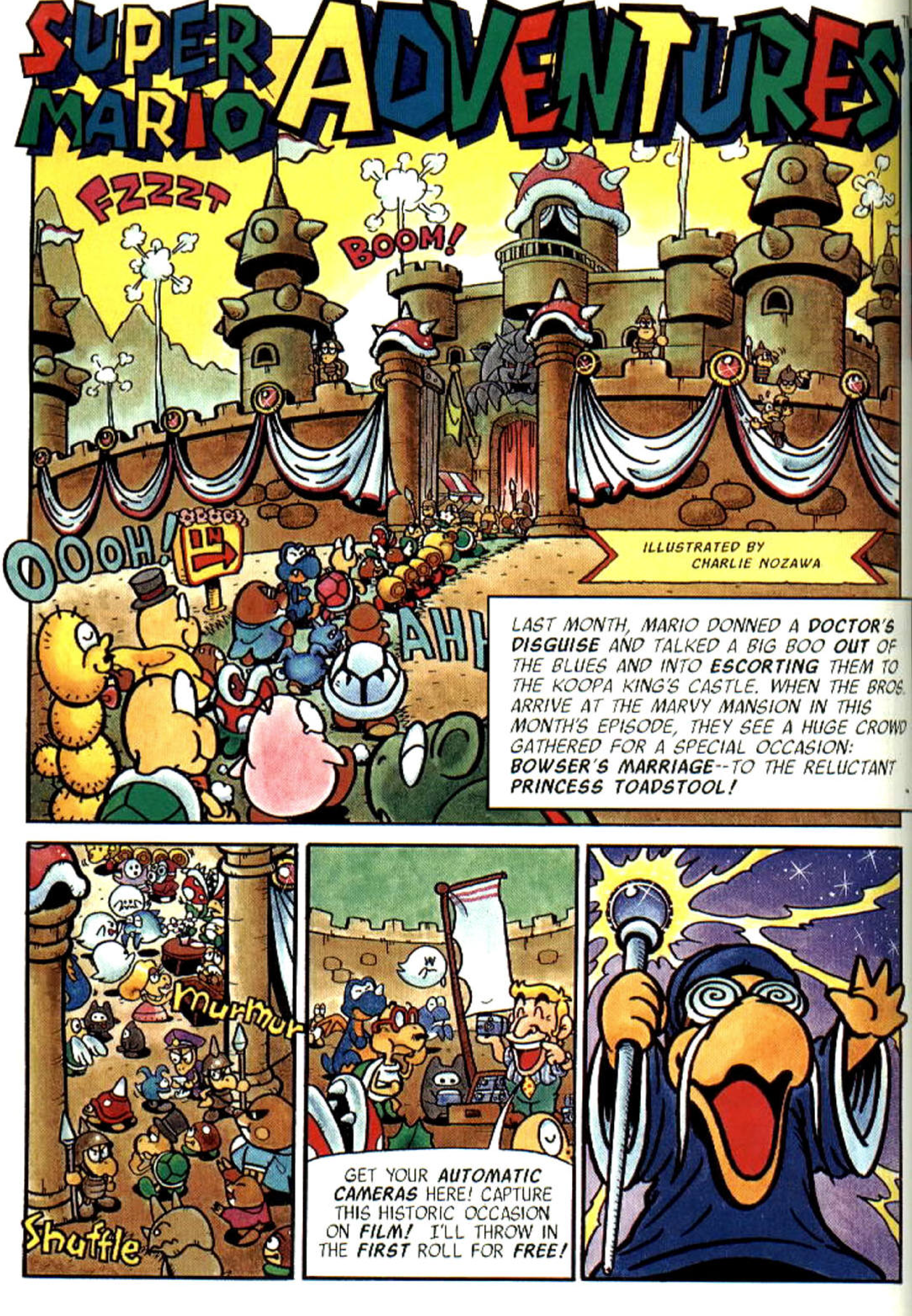
The Mountie is quickly on his way to polishing off Sid Justice. The boots really pack a wallop!

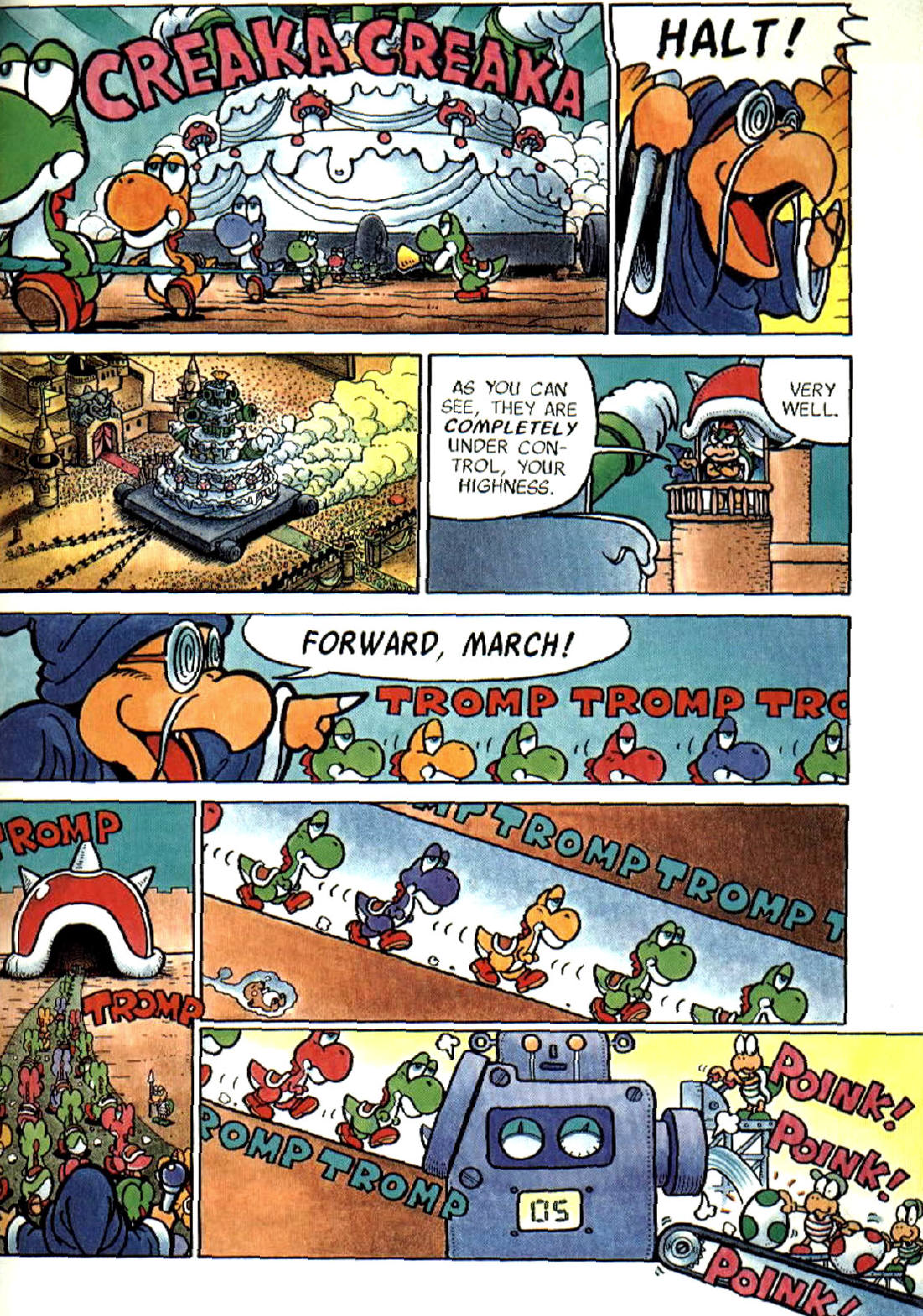


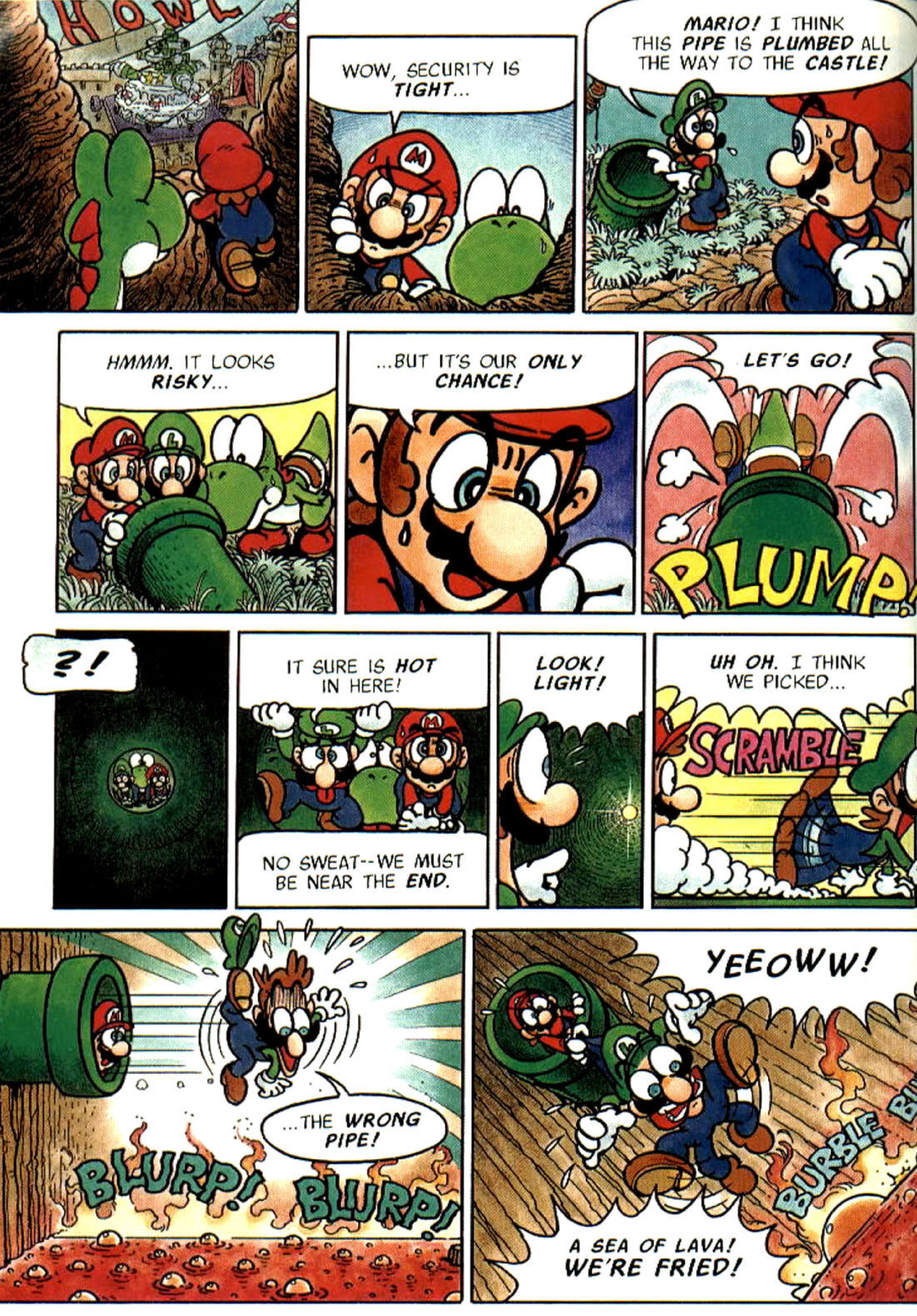


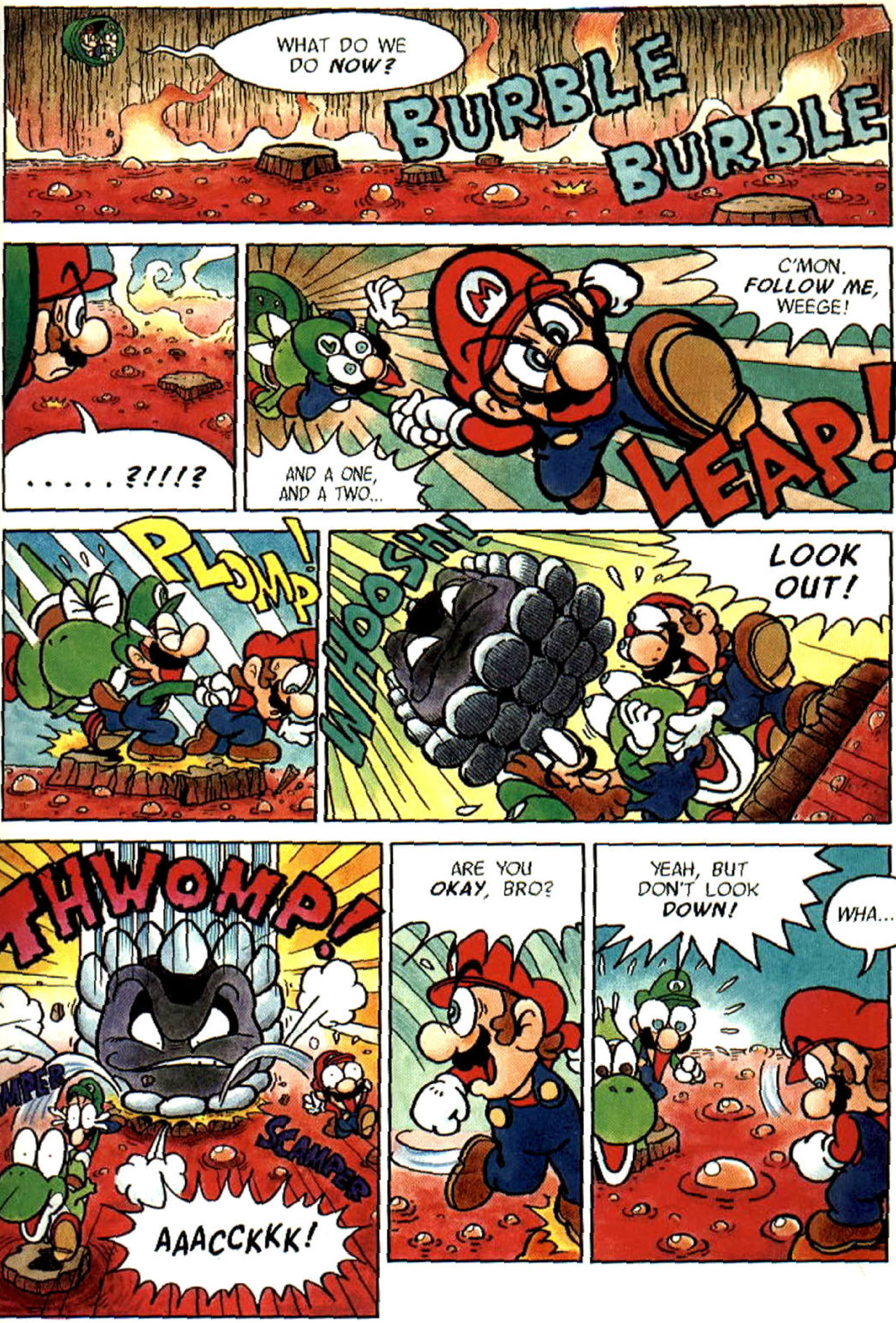
The Mountie meets his match when The Undertaker deep-sixes him.

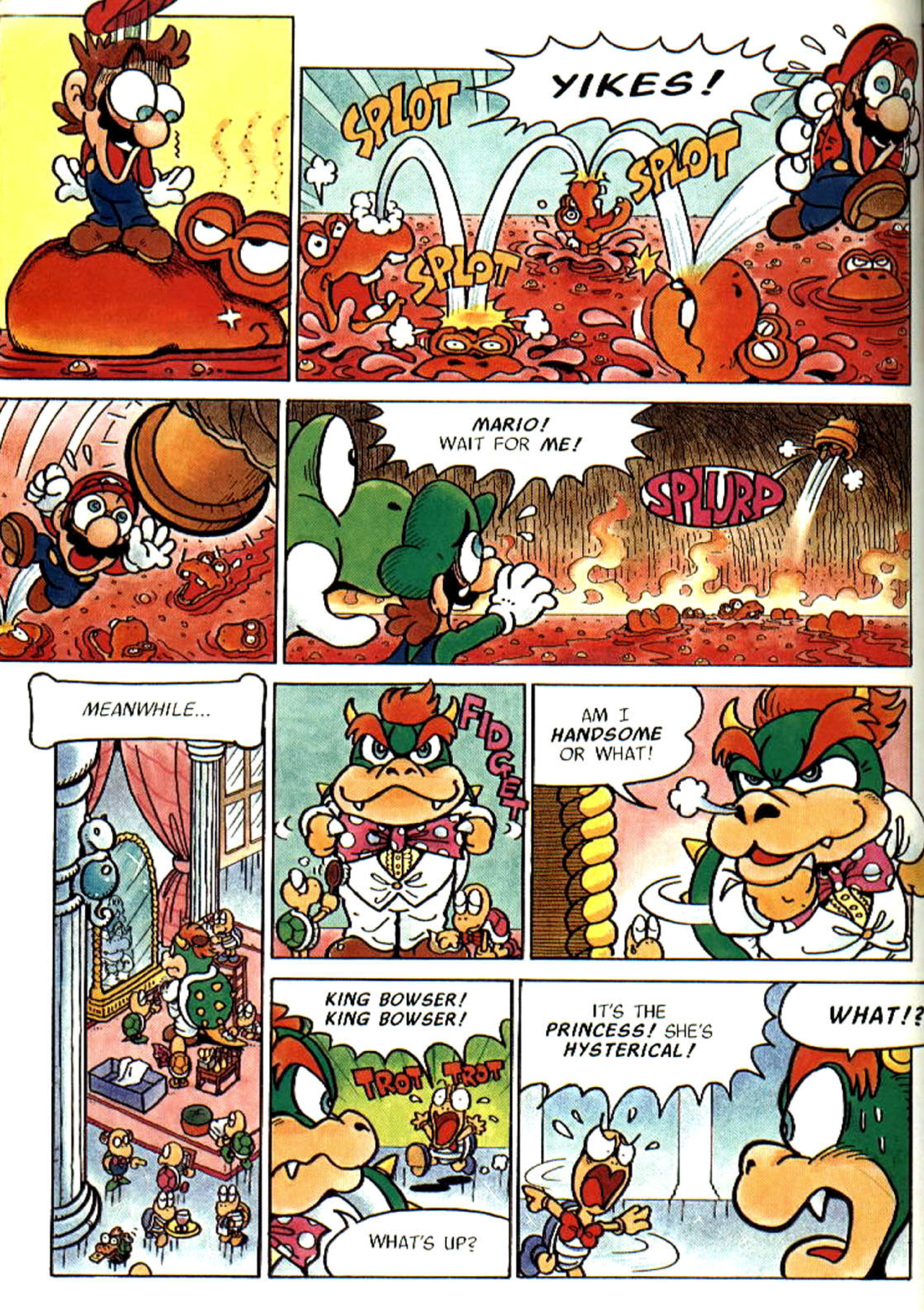
SUPER MARIO ADVENTURES

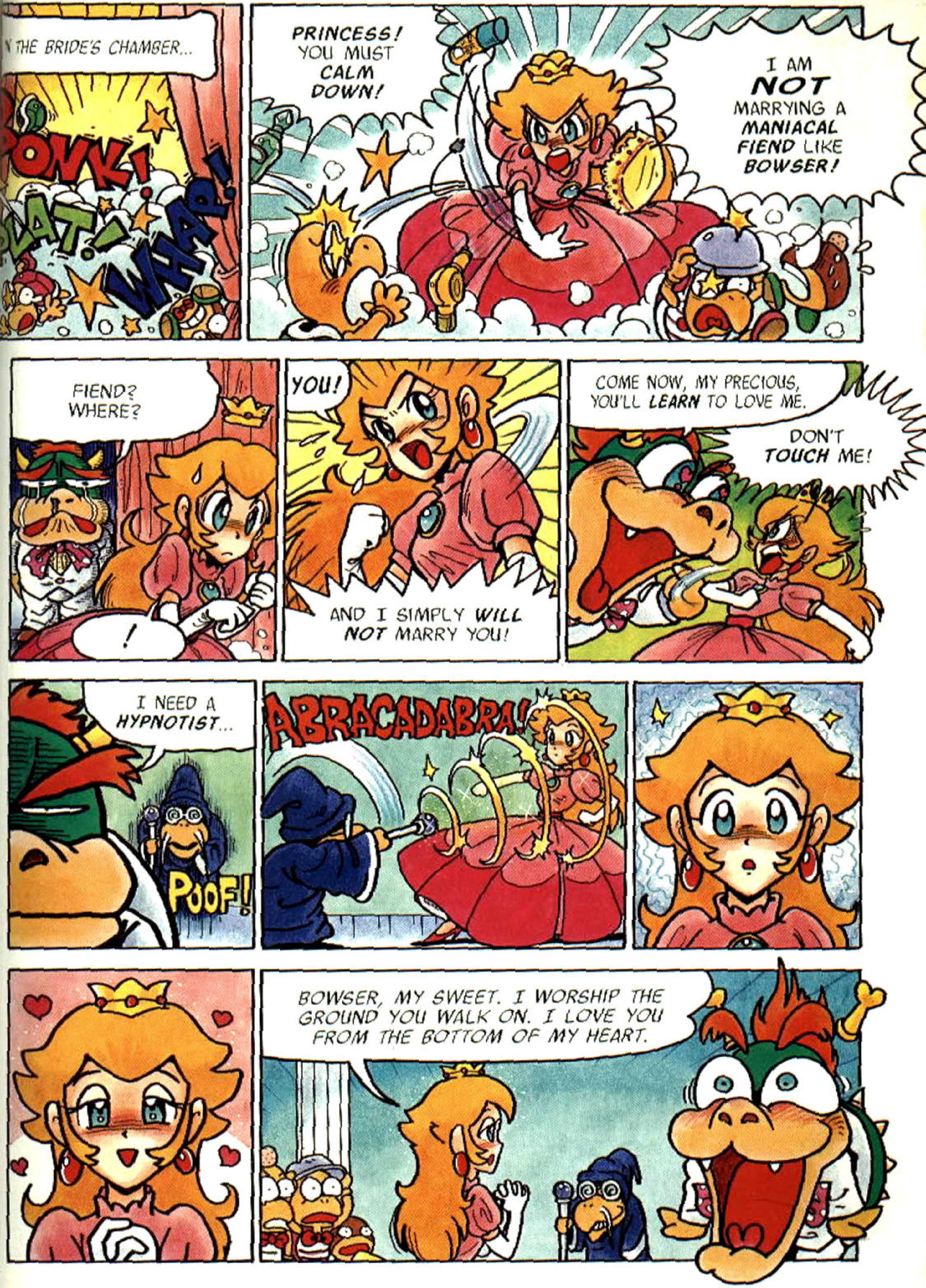

FZZZT
BOOM!
OOOH!
IN
AHH
ILLUSTRATED BY CHARLIE NOZAWA
LAST MONTH, MARIO DONNED A **DOCTOR'S DISGUISE** AND TALKED A BIG BOO **OUT** OF THE BLUES AND INTO **ESCORTING** THEM TO THE KOOPA KING'S CASTLE. WHEN THE BROS. ARRIVE AT THE MARVY MANSION IN THIS MONTH'S EPISODE, THEY SEE A HUGE CROWD GATHERED FOR A SPECIAL OCCASION: **BOWSER'S MARRIAGE**--TO THE RELUCTANT **PRINCESS TOADSTOOL!**
murmur
Shuffle
GET YOUR **AUTOMATIC CAMERAS** HERE! CAPTURE THIS HISTORIC OCCASION ON **FILM!** I'LL THROW IN THE **FIRST** ROLL FOR **FREE!**

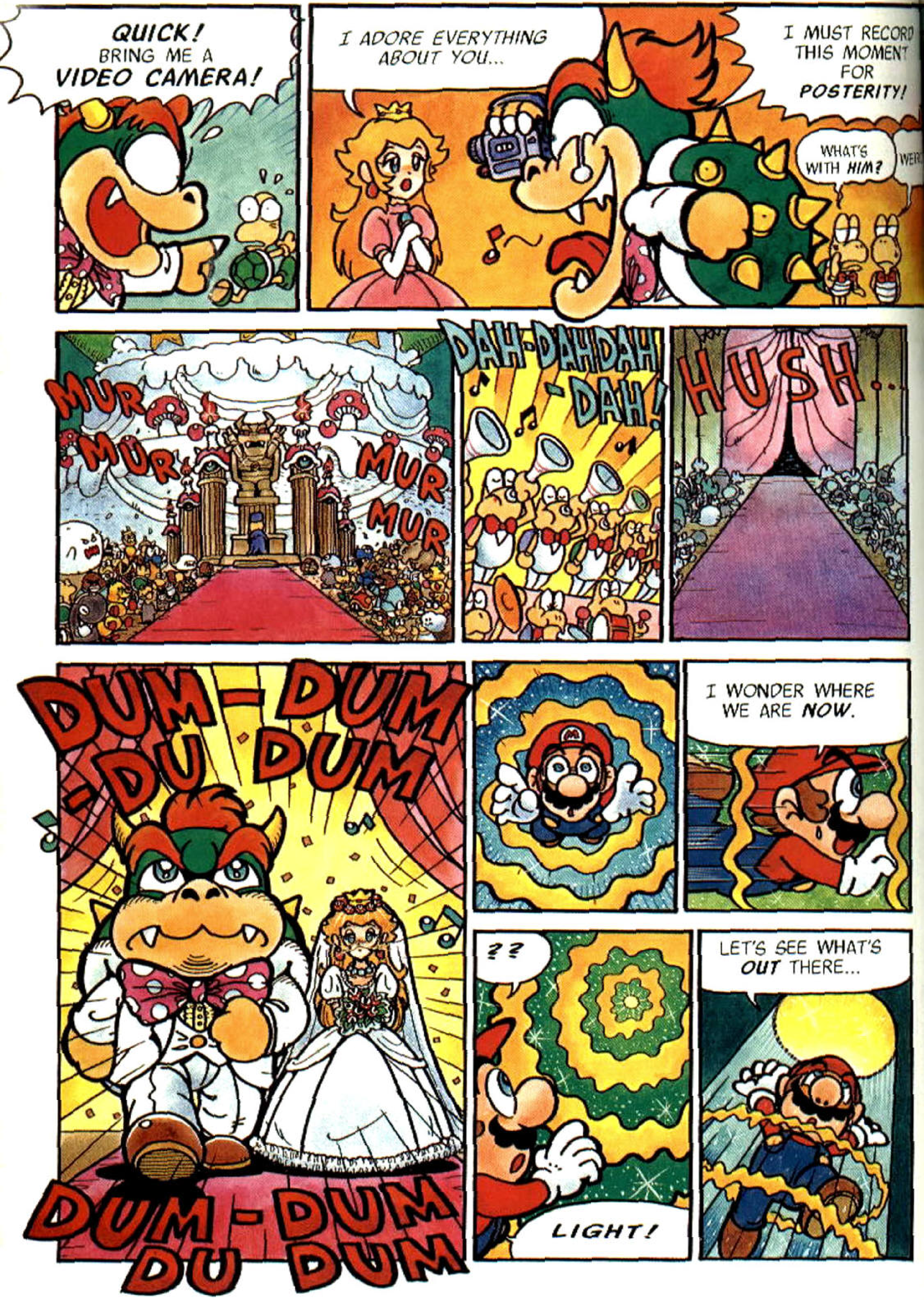

CREAKA CREAKA
HALT!
AS YOU CAN SEE, THEY ARE COMPLETELY UNDER CONTROL, YOUR HIGHNESS.
VERY WELL.
FORWARD, MARCH!
TROMP TROMP TRO
ROMP
TROMP
MP TROMP TROMP T
ROMP TROMP
05
POINK!
POINK!
POINK!

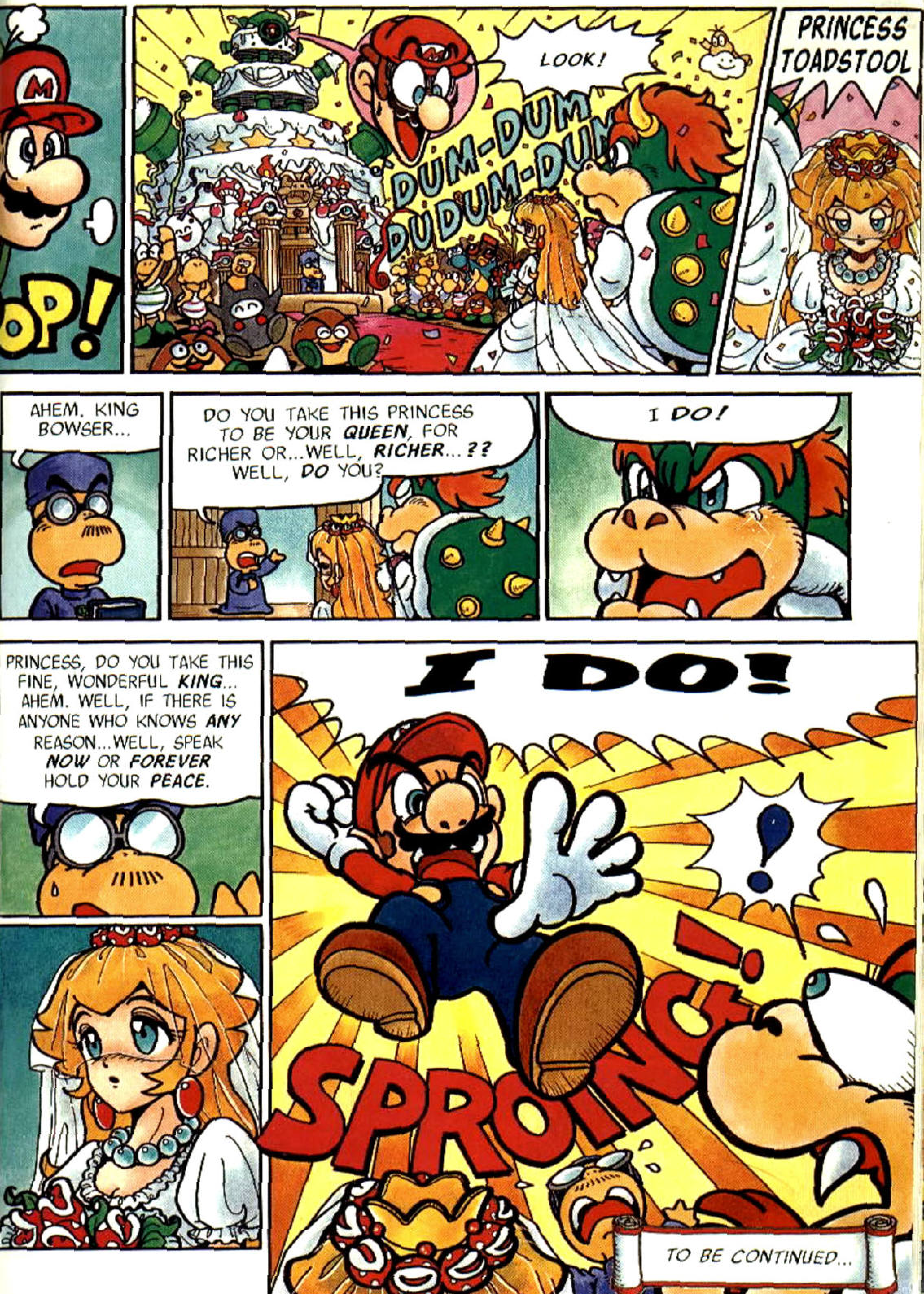

HOWL
WOW, SECURITY IS TIGHT...
MARIO! I THINK THIS PIPE IS PLUMBED ALL THE WAY TO THE CASTLE!
HMMM. IT LOOKS RISKY...
...BUT IT'S OUR ONLY CHANCE!
LET'S GO!
PLUMP!
?!
IT SURE IS HOT IN HERE!
NO SWEAT--WE MUST BE NEAR THE END.
LOOK! LIGHT!
UH OH. I THINK WE PICKED...
SCRAMBLE
...THE WRONG PIPE!
BLURP!
BLURP!
YEEOWW!
BURBLE
A SEA OF LAVA! WE'RE FRIED!


WHAT DO WE DO *NOW?*
BURBLE BURBLE
. . . . . ?!!!?
C'MON. *FOLLOW ME*, WEEGE!
AND A ONE, AND A TWO...
LEAP!
PLOMP!
WHOOSH!
LOOK OUT!
THWOMP!
MPER
SCAMPER
AAACCKKK!
ARE YOU *OKAY*, BRO?
YEAH, BUT DON'T LOOK *DOWN!*
WHA...?


SPLOT
YIKES!
SPLOT
SPLOT
MARIO!
WAIT FOR ME!
SPLURP
MEANWHILE...
FIDGET
AM I HANDSOME OR WHAT!
KING BOWSER! KING BOWSER!
TROT TROT
WHAT'S UP?
IT'S THE PRINCESS! SHE'S HYSTERICAL!
WHAT!?


THE BRIDE'S CHAMBER...
ONK!
LAT!
WHAP!
PRINCESS! YOU MUST CALM DOWN!
I AM NOT MARRYING A MANIACAL FIEND LIKE BOWSER!
FIEND? WHERE?
!
YOU!
AND I SIMPLY WILL NOT MARRY YOU!
COME NOW, MY PRECIOUS, YOU'LL LEARN TO LOVE ME.
DON'T TOUCH ME!
I NEED A HYPNOTIST...
POOF!
ABRACADABRA!
BOWSER, MY SWEET. I WORSHIP THE GROUND YOU WALK ON. I LOVE YOU FROM THE BOTTOM OF MY HEART.


QUICK! BRING ME A VIDEO CAMERA!
I ADORE EVERYTHING ABOUT YOU...
I MUST RECORD THIS MOMENT FOR POSTERITY!
WHAT'S WITH HIM?
WEIR
MUR MUR MUR MUR
DAH-DAHDAH! -DAH!
HUSH...
DUM-DUM -DU DUM
DUM-DUM DU DUM
I WONDER WHERE WE ARE NOW.
??
LIGHT!
LET'S SEE WHAT'S OUT THERE...


OP!
LOOK!
DUM-DUM DUDUM-DU
PRINCESS TOADSTOOL
AHEM. KING BOWSER...
DO YOU TAKE THIS PRINCESS TO BE YOUR *QUEEN*, FOR RICHER OR...WELL, *RICHER*...?? WELL, *DO* YOU?
I *DO!*
PRINCESS, DO YOU TAKE THIS FINE, WONDERFUL *KING*... AHEM. WELL, IF THERE IS ANYONE WHO KNOWS *ANY* REASON...WELL, SPEAK *NOW* OR *FOREVER* HOLD YOUR *PEACE*.
I DO!
!
SPROING!
TO BE CONTINUED...

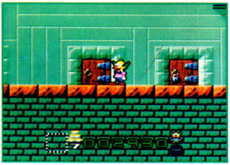
COUNSELORS' CORNER!

KRUSTY'S FUN HOUSE

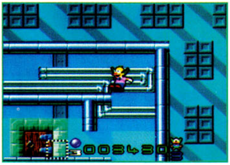
HOW DO I GET IN THE UPPER DOORS IN LEVEL 2?

Derek McClinton

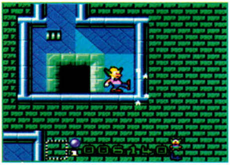
To make a platform appear beneath the three doors in the wall, you'll have to complete the Second Room and kick the Magic Block. Your first job is to rid the room of rats. Lead them to Homer's Rat Zapper, then jump up just beyond the big upper pipe to reach the higher level. Follow the path to the Bonus Room door and kick the block to enter. Pick up all the items as quickly as you can in the Bonus Room. If you do it fast enough, you'll get a 1-Up. If you have all the items you'll enter the room with the Magic Block. Once you've kicked that block, the platform will appear beneath the three doors outside and there will be a lock on the door to the third room.



You must complete the third room in Level Two to reach the upper three doors.



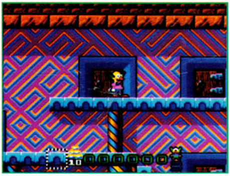
After blasting the rats, jump up through the pipes in the exact spot shown here.



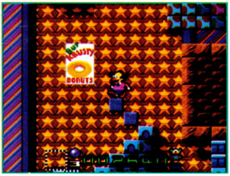
Follow the path to the bonus room, then take the secret exit where you'll find the Magic Block.

? HOW DO I GET THE MAGIC BLOCK IN LEVEL 3, ROOM 5? ?

Once you enter the room, clear it of rats in the tried-and-true method of blowing them up, then take the two Moveable Blocks to the area that extends upward. To make a stairway, pick up the lower block and place it ahead of you. Keep repeating this until you can jump to the first ledge. Now that you have only one Moveable Block, use the Kickable Block on the first ledge as the first step up and jump to the upper ledge where you'll find the Magic Block to finish the room.



In Level Three, Room Five, you'll have to find a way to reach the Magic Block.



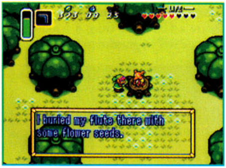
Use the two Moveable Blocks to build stairs. Take the block from behind and place it in front.

THE LEGEND OF ZELDA
A LINK TO THE PAST

Mark Peaslee

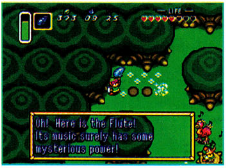
WHERE DO I GET THE FLUTE?

Visit the Dark World equivalent of the Haunted Grove. There you'll meet a boy who's been transformed into an animal. He'll give you a shovel and tell you that he once buried his Flute in the Haunted Grove. Return to the Haunted Grove and dig until you find the Flute. Take the instrument to Kakariko Village and show it to the Old Man. You'll learn that the Weathervane is a special place. If you go there and use the Flute, a friendly Duck appears. The Duck will transport you to any of eight locations.



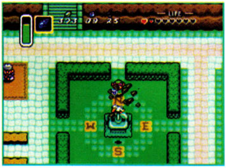
I buried my flute there with some flower seeds.

In the Dark World Haunted Grove, see the Flute Boy and get the shovel.



Oh! Here is the Flute! Its music surely has some mysterious power!

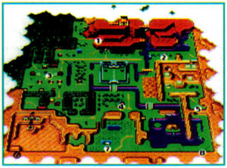
Return to the Light World Haunted Grove and dig up the Flute, then go to Kakariko Village.



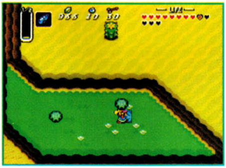
Talk to an old man in town, then play the Flute near the Weathervane to summon the Duck.

HOW DO I REACH MISERY MIRE?

Misery Mire is inaccessible to wanderers on foot. In the Light World, use the Duck to reach location number six on the desert cliff. If you have the Titan's Mitt, lift the second rock to reveal a Warp Tile. Step onto the Tile and you'll be shuttled to the Dark World region of Misery Mire. Head north through the swamp until you reach the entrance to the dungeon. There use the Ether Magic to open the dungeon's entrance.



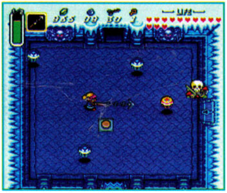
Use the Duck to reach the ledge marked with a numeral six above the Desert of Mystery.



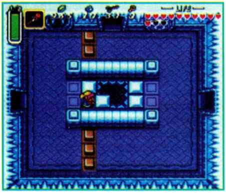
Lift the Stone on the ledge and step through to the Dark World area of Misery Mire.

HOW DO I OPEN THE DOOR IN THE ICE PALACE?

To open the door in the Ice Palace you must push a block over the Trigger Switch in the middle of the floor. You can use the block in the room above, but you must discover how to reach it. You'll have to lower the Blue Gates by hitting the Crystal Switch, then push the lower left block into the hole in the middle of the room. To reach the left side of the room with the block, you must go up to the far left room on the fourth floor, drop through a hole and proceed to the right. Return to the lower floor and place the block on the Switch.



The Switch in the middle of the room opens the shutter door, but you must place a block on it.



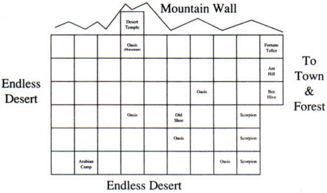
After hitting the Crystal Switch, push the block through the hole. Push the block onto the Switch.

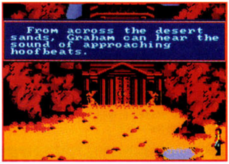
KING'S QUEST

WHAT SHOULD I DO IN THE DESERT?

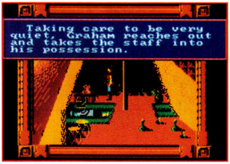
James Holdeman

The savage desert environment will put an end to your quest if you're not careful, but you still must venture into it to reach the Desert Temple, the Arabian Camp and the Old Shoe. Use the map to skirt the worst areas and to reach the oases where you can get water. First, go to the Temple and hide behind the rock formation to the right. An Arabian Knight will ride up and open the Temple using the Staff. Once this has happened, go to the Arabian Camp in the south. The left tent is a deadly trap. Instead, enter the right tent. Move quickly but carefully so as not to awaken the sleeping Knight. Avoid the sleeping mat and the bottles, then take the Staff from the Table. Take a drink of water from the vase outside, then return to the Temple and use the Staff to open the door. Inside you'll find a Red Bottle and a sparkling Gold Coin. Quickly take them and get out. The Old Shoe is found in the middle of the desert. Use it in front of the Bakery to scare a Cat away from a Mouse. The Mouse will be grateful to Graham.

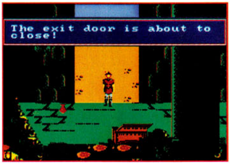



From across the desert sands, Graham can hear the sound of approaching hoofbeats.

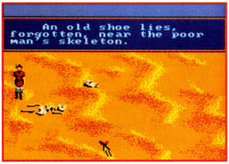
Hide behind the rocks on the right before the horseman appears and opens the Temple.


Taking care to be very quiet, Graham reaches out and takes the staff into his possession.

Enter the right tent in the Camp. Move quickly to the Staff while avoiding the sleeper and bottles.


The exit door is about to close!

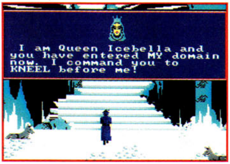
You can enter the Temple now that you have the Staff. Quickly take the red bottle and Gold Coin.


An old shoe lies, forgotten, near the poor man's skeleton.

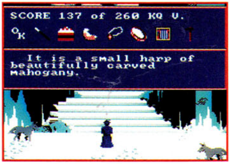
The Old Shoe is found in the desert and used in town. Throw it at the Cat in front of the Bakery.

? HOW DO I STAY OUT OF ICEBELLA'S DUNGEON? ?

You'll have to warm the heart of the Ice Queen, Icebella, if you want to keep out of the dungeon. As the wolves close in on you, select the Harp from your items, then use it on yourself. The playing of the Harp will melt the Queen's heart. Instead of locking you up, she will send you on a quest to destroy the Yeti.

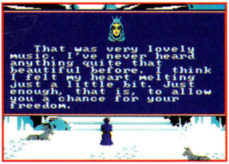

I am Queen Icebella and you have entered MY domain now. I command you to KNEEL before me!

Queen Icebella will throw you into the dungeon unless you melt her heart.


SCORE 137 of 260 KQ V.

It is a small harp of beautifully carved mahogany.

As the Guardian Wolves close in, select your Harp and play it for the cold queen.


That was very lovely music. I've never heard anything quite that beautiful before. I think I felt my heart melting just a little bit. Just enough, that is, to allow you a chance for your freedom.

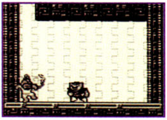
So moved by the music will Icebella be that she will send you on a quest to destroy the Yeti.

MEGA MAN: DR. WILY'S REVENGE

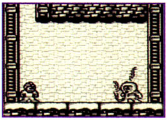
WHAT IS THE BEST ORDER TO FIGHT THE FIRST FOUR BOSSES?

David Carlson

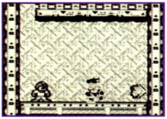
As any Mega Man fan can tell you, there's a right way and a suicical way to take on the Robot Masters in each stage. Elec Man should be the first on your list. Use the regular blaster while dodging his powerful Elec Beam. Next, go after Ice Man and melt him with the Elec Beam. During the fight, continue to jump over the Ice Slasher shots while returning fire. The Ice Slasher is the weapon of choice when fighting Fire Man, the third boss. Just stand your ground and put him in the deep freeze. You'll only have to hit him five times. The last boss of the first four is Cut Man. Use the Fire Storm weapon to defeat him and win the Rolling Cutter.



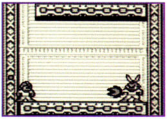
You can defeat Elec Man by using Mega Man's normal blaster. Just dodge and shoot.



Your second target is Ice Man. Fight with the Elec Beam and jump over the Ice Slasher shots.



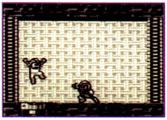
Stand your ground against Fire Man, the third boss. Use the Ice Cutter to cool him down.



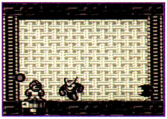
Cut Man can't stand the heat of the Fire Storm. Of the first group of bosses, attack him last.

? WHAT IS THE BEST ORDER TO FIGHT THE LAST BOSSES? ?

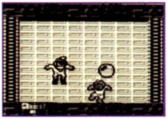
In Dr. Wily's Skull-shaped laboratory, four more Robot Masters stand between you and Dr Wily. Take on Flash Man first. Use the Ice Slasher to defeat him and gain the Time Stopper. Slow down Quick Man using the Time Stopper and the Fire Storm. Bubble Man is susceptible to the Quick Boomerang. Stay parallel with Bubble Man and continuously fire the Quick Boomerang. Heat Man is invincible when he's surrounded by fire, so attack with the Bubble Lead after he shoots his fire at you.



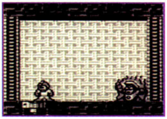
Flash Man is the first Robot Master in the Lab area to attack. Use the Ice Slasher.



Use the Flash on Quick Man to drain half his energy, then use Fire Storm.

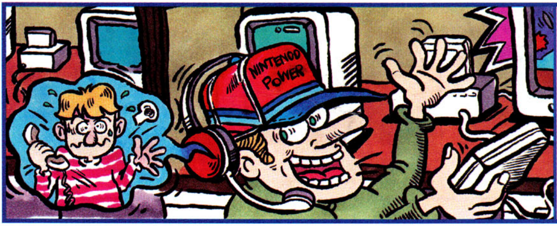


Blast Bubble Man with the Quick Boomerang.



Wait for Heat Man to fire, then attack with the Bubble Lead

POWERFUL GAME HELP IS ONE CALL AWAY



WRITE TO:

Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

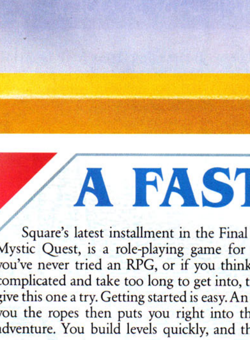
CALL:

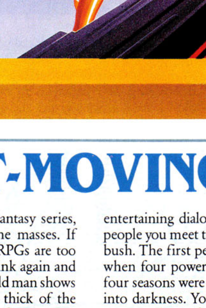
(206) 885-7529
Nintendo Game Play Counselors are on call Mon-Sat., 4:00 a.m. to Midnight and Sun., 8:00 a.m. to 7:00 p.m., Pacific time.

FINAL FANTASY
MYSTIC QUEST™

A FAST-MOVING RPG

Square's latest installment in the Final Fantasy series, Mystic Quest, is a role-playing game for the masses. If you've never tried an RPG, or if you think RPGs are too complicated and take too long to get into, think again and give this one a try. Getting started is easy. An old man shows you the ropes then puts you right into the thick of the adventure. You build levels quickly, and the fast-moving, entertaining dialogue keeps the story interesting. The people you meet tell it like it is—without beating around the bush. The first person you meet tells you point blank that when four powerful crystals were stolen by monsters the four seasons were strangely affected, and the world plunged into darkness. You will search the land and destroy monsters until you find and free the four crystals.

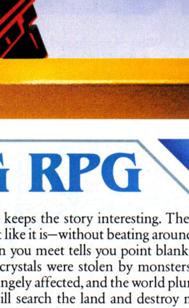




Jeffrey, only you can save the Crystals and the World.

Name your hero and search for the four crystals.

As hero, you answer the pleas for help.



The monster can drain energy from a person.
I'm really just a child!

Sometimes you can enlist the help of the people you meet.

You'll need the help of others to slay the monster.

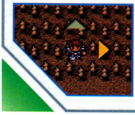
© 1992 Square Co., Ltd.

A WORLD AT WAR

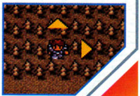
At first, the world is shrouded by misty clouds, but they soon clear to reveal the cold darkness of a planet forgotten by the four seasons. The saga begins in a forest filled with withered, dying trees, abandoned by the life-giving showers of spring. From there, the hero travels to a desolate desert, a frozen city, and some wind-whipped plains trying to restore nature as we know it.

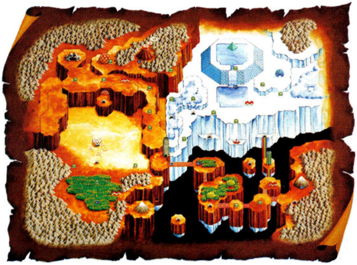
ROAD SIGNS

Arrow icons on the map show you where to go. When they flash, the road is clear in the direction they're pointing, but when they're not flashing, there's a roadblock ahead. Press B to enter regions when you reach them.



Follow the flashing arrows to the next area.





THE WORLD

LEVEL FOREST IS FIRST

The challenge begins in the area known as Level Forest. A man there asks you to move a boulder that blocks the way to a nearby town, Foresta. When you shove the boulder aside, you'll get Tree Wither, which the man directs you to take to someone named Kaeli in Foresta. Now follow the flashing arrow to Foresta, explore its streets and buildings, and talk to the townspeople.

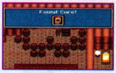
Received Tree Wither!

Recruit Kaeli

Kaeli joined!

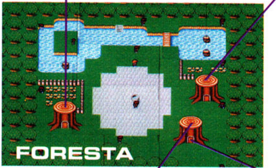
When Kaeli sees the Tree Wither, she realizes that the trees are endangered and returns with you to Level Forest.

Learn The Cure Spell



Found Cure!

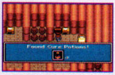
Cross the bridge, jump over the water on the stumps and enter the back door of the tree house to learn the Cure Spell.



Brown Town

At first, the town is dried up and the people are aged beyond their years. When you free the Earth Crystal and return to Foresta, you'll find it green and lush like the map to the left, and the people will once again be young.

Pick Up Potion



Found Cure Potions!

Open the chest and get three Cure Potions. Check the chest whenever you return to town to collect extra potions.

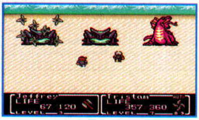
Take A Nap

If you're tired, have a rest on that bed.

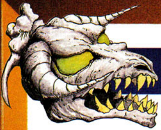
Take a snooze in one of the beds here. When you wake up, you'll be revitalized and have full magic and ability meters.

TEAM UP WITH TRISTAM

After she falls the tree in Level Forest, Kaeli becomes ill and you must leave her behind. You won't have to go it alone, though. When you enter the Sand Temple and open the chest there, Tristam will appear and join your crusade. He's more powerful than Kaeli, so he's a welcome addition.

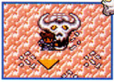


With his Ninja Stars, Tristam attacks with power.

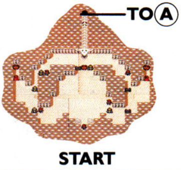


BRAVE THE BONE DUNGEON

Build your level up by clearing monsters out of lairs before you enter the Bone Dungeon. Inside you'll encounter dangerous denizens of the desert, such as Sandworms, Poison Toads and Basilisks. Carry lots of bombs and watch out for shifting sands and the dreaded Sandworm Scrunch.

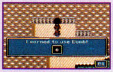


The big skull marks the entrance to the Bone Dungeon.



Bombs Away

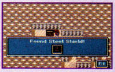
You'll use lots of Bombs in the Bone Dungeon. Come equipped and find others in chests.



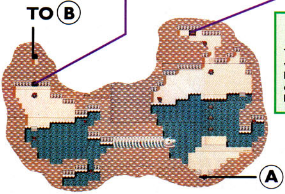
I earned to use Bomb!

Steel Shield

Find the Steel Shield in the Bone Dungeon. It increases defense power by five points.

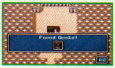


Found Steel Shield!



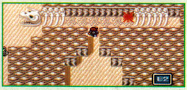
Cause Quakes

The Quake spell, which is powerful Black Magic, is hidden in a chest in the Bone Dungeon.

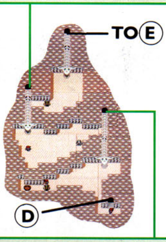


Found Quake!

Rock The Ribs

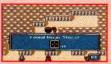


Big racks of bones and bars of teeth block Bone Dungeon hallways in several areas. Blast them both with Bombs.

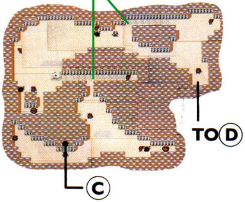


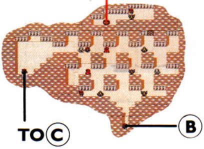
Star Strike

Tristam is a sure shot with Ninja Stars. Find chests that hold extras for him to use.



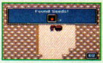
Found Ninja Stars!





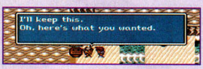
Magic Seeds

The Seeds you find here can be used anytime to replenish your party's Magic Points.



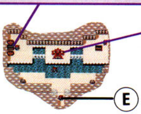
Found Seeds!

Kaeli's Elixir

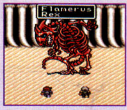


I'll keep this.
Oh, here's what you wanted.

The Elixir Kaeli needs is hidden in this chest, but you have to beat Flamerous Rex to get it.



FLAMEROUS REX



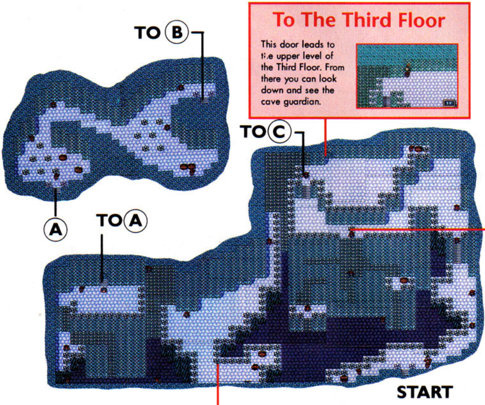
When the Rex's form begins to change, you'll be able to tell that your attack is succeeding.

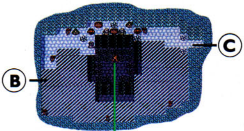
Keep your energy up as you fight the fierce Flamerous Rex, and use Seeds to restore your team's magic when it wanes. When the battle's over, Tristam divvies up the treasure, giving you the precious Elixir and taking the handy Dragon Claw before he leaves you to return to Foresta alone.

WINTRY CAVE

You'll travel alone from Foresta to the Wintry Cave, but there Phoebe will join you. She is a powerful ally who will help you build your level up. Also in the frosty cave you'll find the Libra Crest, which lets you warp from a Libra Tile in one region to another in a far-off place. Travel to the Libra Temple and step on the tile to see where you end up.

Wintry Cave is north of Aquaria.

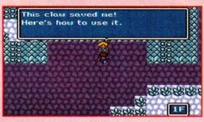




To The Third Floor

This door leads to the upper level of the Third Floor. From there you can look down and see the cave guardian.

Cling With The Claw

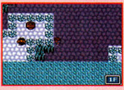


This claw saved me!
Here's how to use it.

When you fall off the wall of ice, Phoebe gives you the Cat Claw, which enables you to climb slippery slopes.

False Floor

If you want to collect items from chests, take the long route around to the right. If not, take a shortcut by walking under the false floor in this area.



Squish Squidite

Beat Squidite to get the Libra Crest. Warp with it to the Life Temple, get Wakewater and thaw Aquaria. Libra is just the first crest; others remain to be found.

WORLDS OF FIRE AND WIND AWAIT

After you conquer the desert of Foresta and the frozen tundra of Aquaria, continue your Mystic Quest by exploring the regions beyond. As you travel, search thoroughly and be sure to clear monsters from all of the lairs you come across. Your victories will raise your experience level and gain the power you'll need for the more difficult enemies that await. When you climb to the top of the Focus Tower, you'll face the fiercest fight of all before you finish your Final Fantasy.

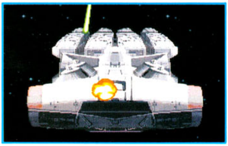
THE

The screen fills with stars, then the world famous theme music bursts out and the adventure begins all over again. Lucasarts Entertainment and JVC, along with innovative developer, Sculptured Software, have recreated the cinematic experience for the Super NES, only this time the fate of the galaxy lies in your hands. Super Star Wars truly uses the force of the Super NES, with digitized frames and sound effects from the movie, dazzling Mode 7 effects, never ending challenge and a wide variety of action sequences. It's so hot, you can almost hear it sizzle.

© 1992 Lucasarts Entertainment

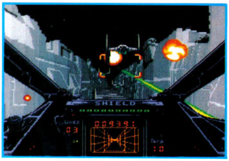
A LONG TIME AGO, IN A GALAXY FAR FAR AWAY...

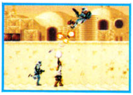
The Empire stretches its arm across the galaxy, casting the scattered remnants of the Jedi Knights in a shadow of doom. But even in the darkness a new hope is kindled—if only the rebel alliance can make use of the vital information stored in a little droid's memory banks. The fate of the galaxy falls into the hands of young Luke Skywalker, the aging Obi-Wan Kenobi, the idealistic Princess Leia, and the mercenary Han Solo and his first mate, the Wookie, Chewbacca. Standing in opposition to the hopes of the rebels is the awesome might of the Imperial Fleet and the dark power of Darth Vader.

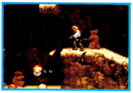


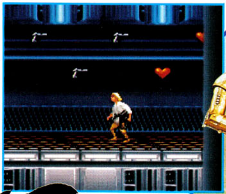
FORCE IS WITH YOU

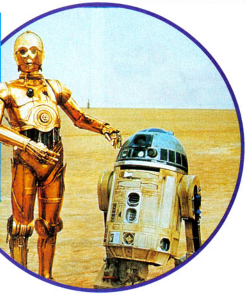
The magic of Super Star Wars comes from the variety of play, beautifully reproduced Star Wars images and original score, and innovative programming. Fifteen action scenes are interspersed with digitized cinema scenes that tell the tale. When the story calls for Luke to fly a Speeder, you do it; and the Mode 7 rotation effects are stunning! Familiar enemies, like Jawas and Banthas, look and sound like the originals, and many new aliens were created just for the game. This may be the closest most of us will ever get to the Star Wars experience and that galaxy far far away.







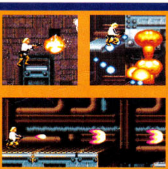




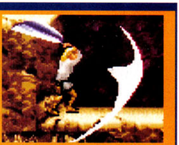
SUPER STAR WARS™

LUKE SKYWALKER

Young Luke is your only action character until you get to the Cantina stage. He has great moves, like a spin jump and the ability to slide along the ground. He is the only character who can use the Jedi Light Saber. Use the Light Saber during a spin jump to make Luke invincible.



Take the Power-Up items along the way to boost the fire power of your Blaster.

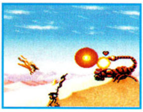


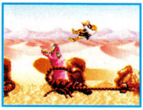
The Light Saber—the traditional Jedi weapon—slices through enemies with ease.

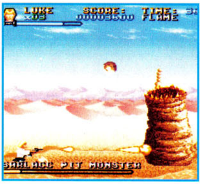
SUPER NES

LEVEL 1
DUNE SEA

Luke is on his own, beyond the confines of his uncle's farm. Fortunately, he's brought his Blaster along, because the alien life forms of the desert attack continuously. Spend some time learning Luke's moves. He can spin jump and shoot at eight different angles. Watch for attackers coming at you from the air, from behind boulders, and up out of the sand.







The Sarlacc Pit Monster looks menacing, but if you have the powered up Blaster, just keep shooting from one end of the quicksand pit.

SPECIAL ITEMS

SMALL HEART
Destroy foes to earn Small Hearts. They restore a small portion of your Life Meter.

TIME BONUS
Gain 50 Seconds by picking it up immediately. The Bonus is reduced if you wait too long.

LARGE HEART
Large Hearts restore more Life Meter, but they are relatively rare.

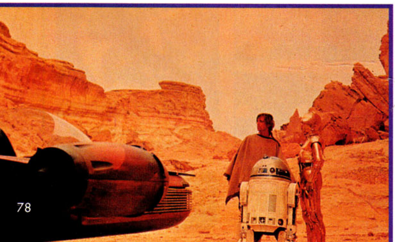
THERMAL DETONATORS
The powerful explosion wipes out all minor enemies on the screen.

SHIELDS
The Plasma Shield gives your character temporary invincibility for about five seconds.

HEALTH SWORD
The Health Sword extends the overall length of your Life Meter.

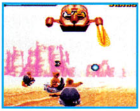
POINT BONUS
The Darth Vader Helmet icon multiplies your Points so you can earn extra lives faster.

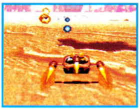
EXTRA LIFE
One-Ups are usually found in hidden places, and they are quite rare.

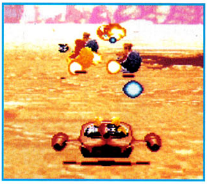


LEVEL 2
TATOOINE

The next stage begins with a cinema scene of Luke discovering C-3PO near a crashed escape pod in the desert. R2-D2 has been captured by Jawas, so it is Luke's job to rescue the little droid. In the action scene, you'll pilot Luke's speeder across a plain filled with gibbering Jawas. Blast the gas towers to get extra Jet Fuel and fight in a 360°arena.



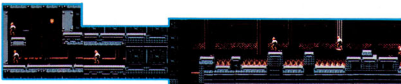


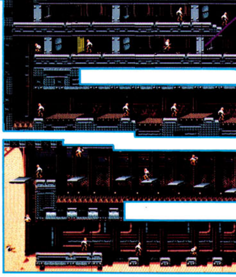


Once you blast enough Jawas, you'll be told to head for the Sand Crawler. Pick up some Jet Fuel and go for it.

LEVEL 4
INSIDE THE SANDCRAWLER

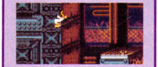
The interior of the Sandcrawler is crawling with Jawas and their battle droids. Other traps like flame throwers, drill spikes and laser gates will make your passage a risky business. Use Luke's sliding ability to pass the gates. Further inside you'll have to blast ceiling mounted lasers, slide past stompers, avoid a pool of molten lava and more.

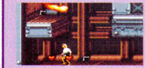




HIDDEN ROOM

Jump straight into the wall from the right and keep moving left. Luke will come out in a room with Large Hearts, Blaster Power-Ups and a 1-Up.

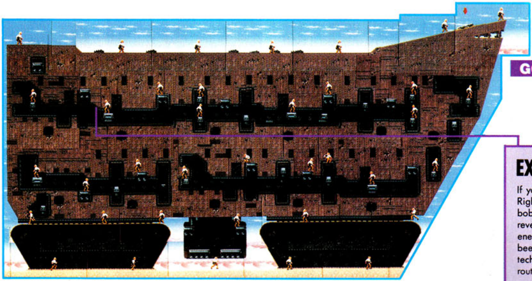


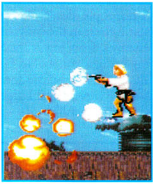


LEVEL 3

OUTSIDE THE SANDCRAWLER

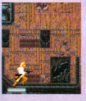
R2-D2 is somewhere within the giant Sandcrawler, but Luke can't just walk in the front door. Leap from one protruding platform to another while blasting Jawas and defensive droids. Once on top, laser cannons open fire and the going is even tougher.





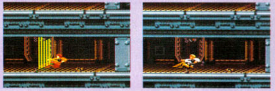
EXPANDED VISION

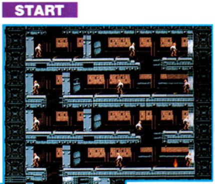
If you push the Left and Right Buttons, the screen bobs up or down, revealing platforms and enemies that may have been hidden. Use this technique to plan your route.

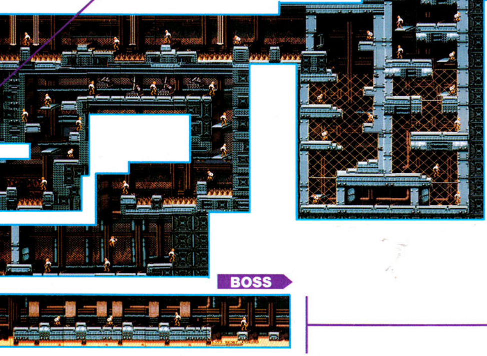


GATE CRASHING

The only way to get past the Laser Gates is to slide past them when the gates are still up. Stand as close to the Gates as you can without activating them. To slide, push the B Button and Down plus the direction you want to go.

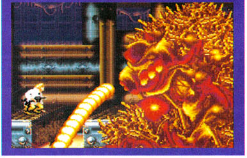






LAVA BEAST JAWENKO

This giant, dragon-like pet of the Jawas fires searing flames, but the pool of lava at your feet is just as dangerous. Jump between the platforms to dodge the fire as you shoot. Make sure you've grabbed all the Health Swords and Large Hearts in the hall above.



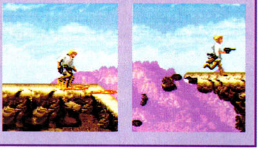
LEVEL 5

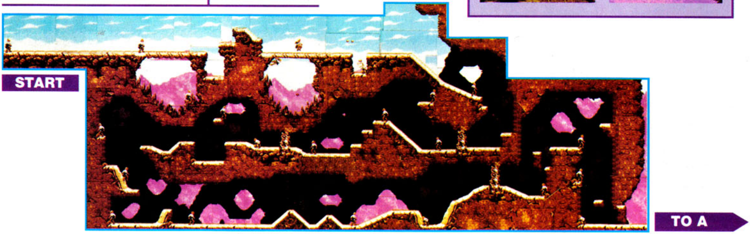
LAND OF THE SANDPEOPLE

Sandpeople don't like trespassers, but Luke must find Old Ben Kenobi somewhere in the canyons. This rugged land is filled with a wide range of alien enemies, from Jawas and Sandpeople to desert toads, falling boulders, collapsing bridges and worse. Use Luke's Blaster, collect Power-Ups, and never stop shooting. Just before the last series of jumps, face to the left, jump up and shoot to reveal four Large Hearts. If you make it across the chasm, you'll find Obi-Wan Kenobi.

HOP TO IT

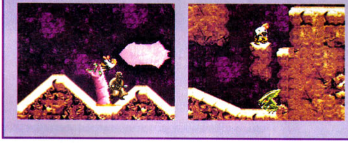
If Link steps in the yellow goo left by the toads, he'll be stuck for a few seconds, so try to avoid it. The stone bridges are dangerous traps. Keep moving to the right as they collapse behind you. Blast up and to the right to destroy Jawas and birds on the rocks ahead.





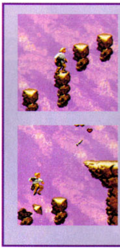
THE DESERT CAVE

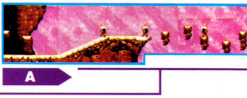
Sandpeople, Jawas throwing bombs, and falling stalactites make the passage through the Desert Cave a perilous one. Shoot constantly ahead of you and above you, but always be ready for a Sandperson to appear from behind. Quickness is your greatest asset.



BOTTOMLESS PITS

Some of the stone pilings will fall into the bottomless canyon under Luke's weight, but not all of them. Jump to the stable rocks while blasting birds.



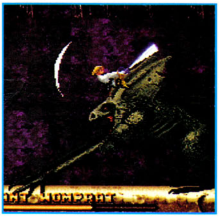


LEVEL 6

LAND OF THE BANTHAS

With Obi-Wan Kenobi's Light Saber in hand, Luke can battle the giant Banthas, which are weak against a Light Saber attack. This is also a great area to boost your power with Health Swords, Hearts, Bonus-Ups and other items. To continue from the cliff on the far right, jump down to a lower path that is out of sight.

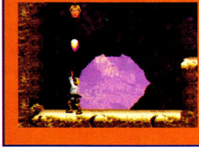
2X POINT BONUS!

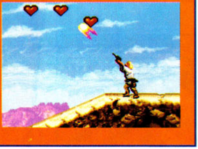


The Mutant Womprat attacks from the right. Keep it there by blasting it in the head whenever it jumps.

OUT OF THIN AIR

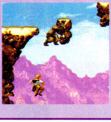
One of the main strategies in Super Star Wars is to keep your character Powered-Up as much as possible. Hidden items can go a long way in helping you do this. Throughout the game, invisible items can be revealed by Blaster shots. To discover all the items in an area, keep up a steady flow of Blaster fire, especially when passing through unfamiliar territory.

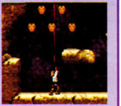




1-UP LOOP

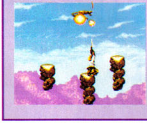
Luke can collect unlimited lives here by first sacrificing one life. Jump off the cliff before crossing the final canyon. Fall to the left and you'll land on a ledge. In the cave beyond, blast everything to reveal seven 1-Ups. Rocks will tumble down the entire time.

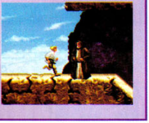


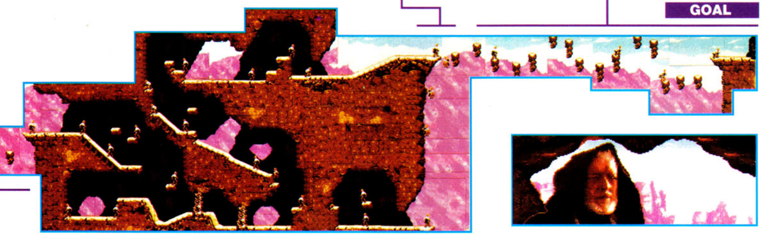


SKYWALKING

Luke must live up to his name as a Skywalker while crossing the canyon. The leather-winged birds try to knock Luke into the abyss. Use the Left Button to look for stones beneath you.



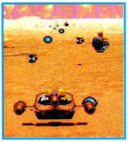


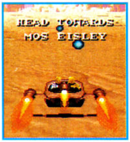


LEVEL 7

TATOOINE 2

More fast Speeder action on the pitted plains of Tatooine awaits Luke before he can reach Mos Eisley. The Jawas double their attack after the loss at the Sandcrawler. Your strategy remains the same. Blast Jawas and collect Jet Fuel. Avoid crashing into the damaging rocks and pits at all costs.

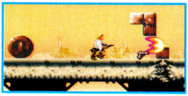


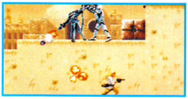


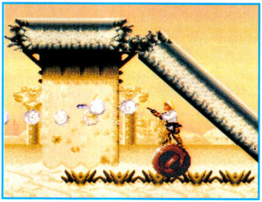
LEVEL 8

MOS EISLEY

"You will never find a more wretched hive of scum and villainy," said Obi-Wan Kenobi about the space port. In the game, you'll face Imperial Troopers and an arsenal of laser cannons. Use the kegs to roll over the spiky plants and blast all the blocks and barrels to find hidden items.



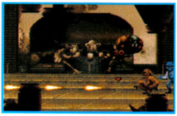


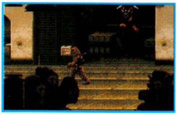


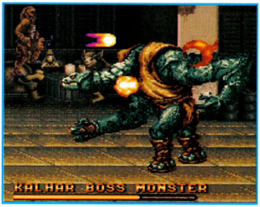
LEVEL 9

THE CANTINA

Heed the words of Obi-Wan when venturing into the Cantina: "Watch your step, this place can get a little rough." Here you'll find every type of violent, desperate criminal in the galaxy. They'll fight Luke just for the satisfaction of squashing a human. Watch for caped figures in the background. You can often win Large Hearts from them. Once Chewbacca joins you, you can choose him to fight the last leg. Chewie isn't as mobile as Luke, but he starts out with a longer Life Meter. The Kalaar Monster has been waiting for you at the back of the bar. His long neck shoots out. Jump to avoid it while blasting at its head. If you survive all this you'll meet Han Solo.



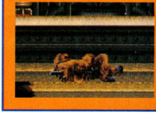


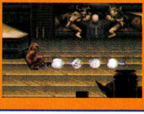


The Kalaar Monster attacks with both arms and a telescoping neck. Jumping to avoid the attacks takes precise timing.

CHEWBACCA

Chewbacca is a Wookie from Kazhyyk, 200 years old and getting meaner every year. Luckily, he's on your side. Chewie moves stiffly, but his high jump is exceptional and he can slide. He can use all of the weapons except the Light Saber.

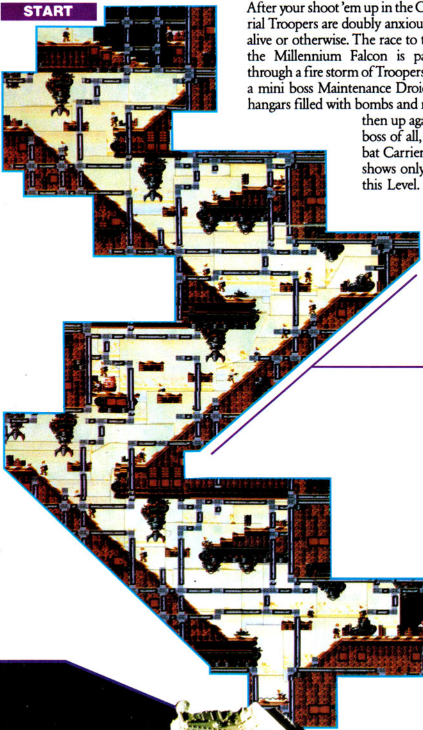




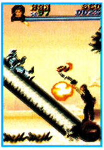
LEVEL 10

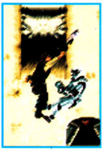
ESCAPE FROM MOS EISLEY

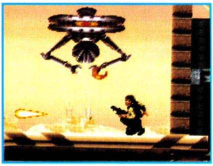
START



After your shoot 'em up in the Cantina, the Imperial Troopers are doubly anxious to bring you in, alive or otherwise. The race to the hangar where the Millennium Falcon is parked takes you through a fire storm of Troopers in Mos Eisley, to a mini boss Maintenance Droid, down into the hangars filled with bombs and mechanical claws, then up against the toughest boss of all, the Hover Combat Carrier. The map below shows only the later part of this Level.







Attack
Droid f
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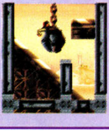
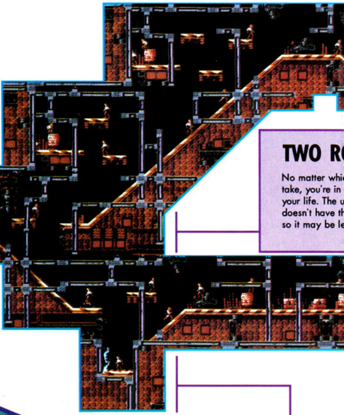
THE BEDLAM BELOW

The claws grab from above and hold you helpless for several seconds. Jump past them when they're extended, or slide or roll by them. The Electric Beams discharge every few seconds. Time your jump to avoid them.





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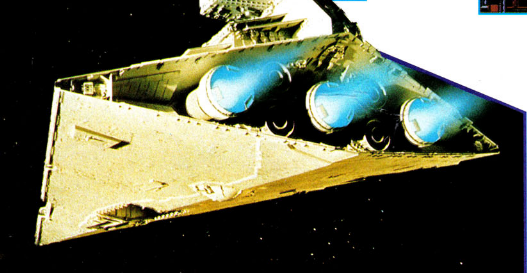
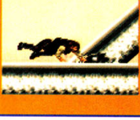


ENERGY PITS

Try to avoid the energy pits at the bottom of the hangar. You can escape from the first easily, but not the second. Jump to the platforms above each pit after blasting the Imperial Trooper stationed there, or take the upper route to avoid the Pits altogether.

HAN SOLO

Captain Solo is no ordinary freighter pilot. He has a reputation as one of the toughest, smartest and luckiest men in the galaxy. His ambition is to become one of the richest. His specialty move is his rolling ability.



Han Solo can roll along the ground
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narrow openings. It comes in handy
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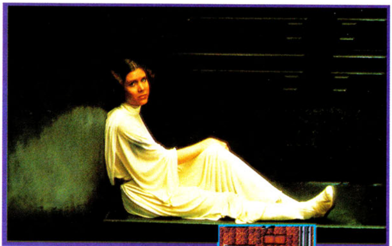

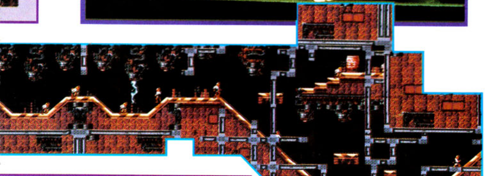

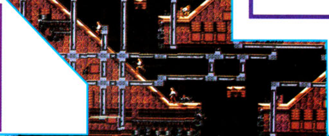

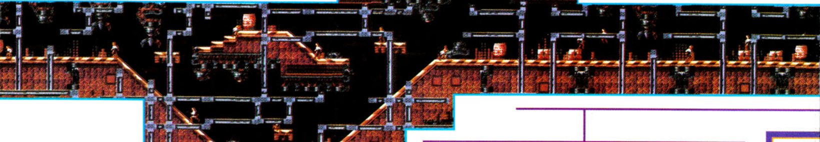

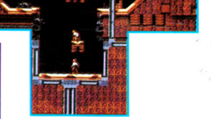

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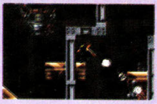
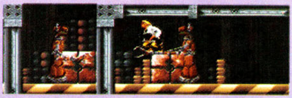


EXPLOSIVE DROID

Blast the Droid, then stand clear. Once this robot is deactivated, it explodes. The flying debris can damage your character.



LEVEL 11 ~ LEVEL

REBELLION IN

LEVEL 11: DEATH STAR HANGAR BA

"It's not a moon, it's a space station!" The crew of the Millennium Falcon realized the identity of the Death Star too late, for they were already being pulled into the hangar bay by tractor beams. Inside, you'll have to fight your way to the interior of the ship to rescue Princess Leia and turn off the Tractor Beam. Use the metal platforms along the wall to avoid the pits and Tie Fighters.

LEVEL 12: RESCUE OF THE PRINCESS

Princess Leia is being held in the detention block deep inside the battle station. Service robots and Troopers converge on your character. The Detention Guard Boss is a hovering robot. Troopers also attack during the battle, and you can win Hearts. Use Han from the right side of the room and blast at 45° or straight up.

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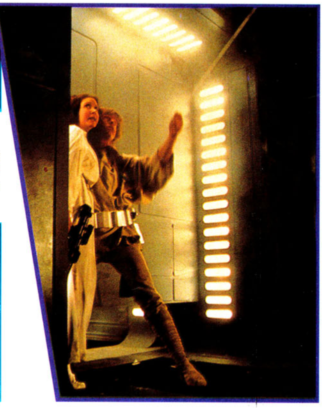
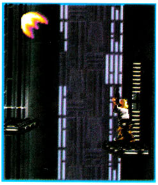
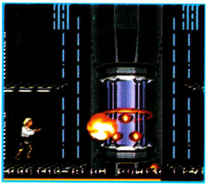


LEVEL 13: TRACTOR BEAM CORE

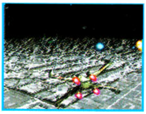
The Tractor Beam is housed in a tall shaft. From the bottom, use the moving platforms to jump upwards. You'll come under fire from lasers and Troopers. Once you reach the Core itself, dodge the balls of radiation and blast the Core.

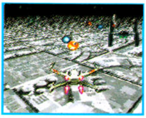


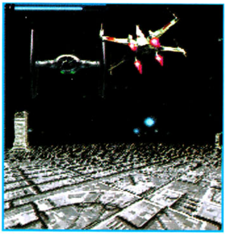


LEVEL 14: ATTACK ON THE DEATH STAR

"Red Five, I'm going in!" The scene changes to the planet, Yavin, and the rebels last, desperate attack on the Death Star. Piloting an X-Wing Fighter over the surface of the Battle Station, your goal is to destroy 20 Tie Fighters and 20 Towers. You won't survive hitting a Tower.

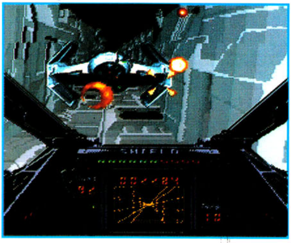


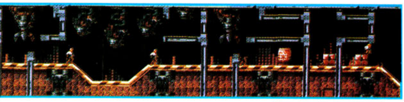




LEVEL 15: THE TRENCH BATTLE

Now only Luke has a chance to fire a Proton Torpedo into the narrow shaft that leads to the core of the Death Star. The view is from the cockpit. Ignore the Tie Fighters and target the incoming shots from the laser cannons.

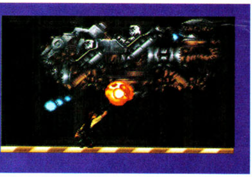




TO THE BOSS

VER CARRIER

over Combat Carrier is the
est boss in the game.
going to take a lot of hits
you stay directly under the
set of rockets. First target
usings of the two maneu-
rockets, then go for the
l machine.



BATMAN™

RETURNS

COMING SOON
FOR YOUR NES
AND SUPER NES
FROM KONAMI

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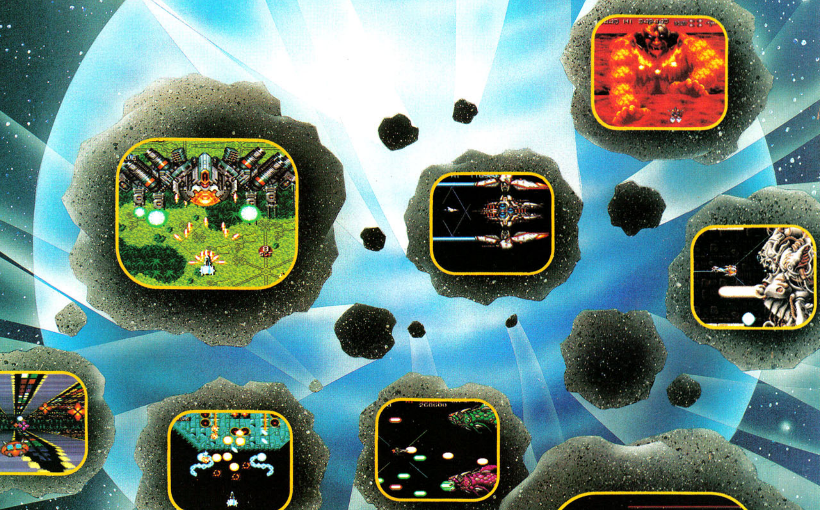
SUPER SHOOTERS



JUST BLAST IT!

Atari's Asteroids basically started the genre of shooting games. There have been many popular "shooters" released since then. Today, two Super NES titles, Space Megaforce from Toho and Axelay from Konami, are setting the standards of excellence for video game shooters. Both games feature unique Power-Up systems and fantastic programming. If you're into over-the-top action, these games are for you!

SPACE MEGAFORCE™

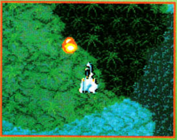
THE ULTIMATE WEAPON

The year is 2048. A huge alien object has attacked and demolished all the major cities on Earth. A strange floating city is being constructed by aliens above the Central American rain forests. The Earth Defense Force has elected to send you in with their ultimate weapon, the ED-057, to stop the alien invasion.

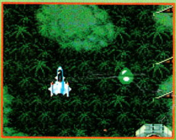
E.D.F. WEAPONRY

POWER CAPSULES

The Earth Defense Force has created eight weapons for the ED-057 to use. Each weapon has its own characteristics. By picking up Orange and Green Capsules, you will Power-Up your ship's weapon from the initial level of 0 to the maximum level of 6. Powering-Up your weapon is crucial to survival.



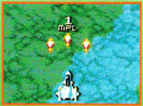
The Orange Capsules upgrade your weapon when gathered in the numbers corresponding to each Area. For example: three Orange Capsules will upgrade your weapon in Area 3.



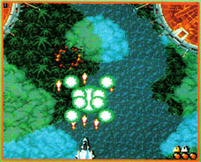
The Green Capsules don't show up as often as the Orange Capsules. By picking one up, your current weapon will automatically be upgraded to the next level.

ENEMY ERASER

Green Weapon Capsules have two uses. First, the weapon held by the Capsule is constantly changing so you can wait for the desired weapon to appear before picking it up. Second, if you shoot the Green Weapon Capsule enough times, it will transform into an Enemy Eraser. It acts like a Smart Bomb when you pick it up—it destroys everything!



Fire repeatedly at the Green Weapon Capsule to make it change into an Enemy Eraser. Now you have major destructive capability!



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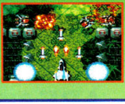
CHOICE WEAPONS

When used effectively, certain weapons give the ED-057 tremendous offensive and defensive abilities. Each of the eight weapons available is very powerful and capable of doing the job, but the Multiple Shot and Circle weapons are what we recommend to get and use. However, you may find that one of the other weapons works better for you. Experiment.



Missiles work very well against enemies approaching from the side.

MULTIPLE SHOT (MPL)

The Multiple Shot gives you just that: multiple shots. By pressing the R Button, you can direct the stream of shots in several directions. A steady flow to the front is best, but there may be times when you need more shots blasting from the back of the ED-057.

CIRCLE (CIR)

The Circle could be the best weapon to have. At Level 0, you'll have one satellite circling your ship. At Level 6, you'll have eight large circles to defend the ED-057 from enemy attack. Circles aren't only for defense! You can keep the Circles from spinning by pressing the R Button. Place a Circle directly on an enemy to destroy it.

SHOOTING GUIDE

INVINCIBILITY

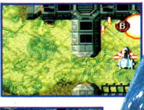
When you acquire an Orange or Green Capsule, your ED-057 will flash and become invincible for a short time. This will allow you to get out of some sticky situations.

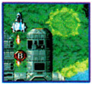
WEAPONRY LEVELS

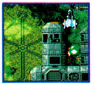
The ultimate goal in Space Megaforce is to destroy the alien forces as quickly as possible. The way to accomplish this goal is to have the most powerful weapons available. The ED-057 will be able to Power-Up any of its eight possible weapons by collecting Orange and Green Capsules. Try to reach the fully Powered-Up Level 6.

HIDDEN ITEMS

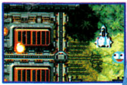
There are helpful items hidden behind and enclosed in certain structures throughout the game. Bombs, Capsules and ultra-elusive 1-Ups can be found in most Areas. It's a bit odd, but the 1-Up sort of looks Lolo-ish! You can find yourself trapped, so don't go chasing after items unless you know you can get back to safety.

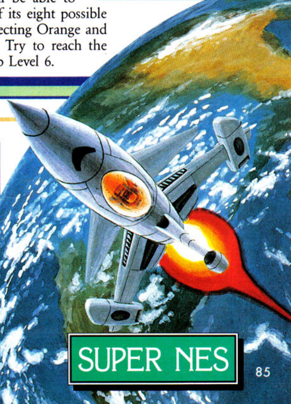






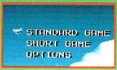
When you have the Multiple Shot weapon, you can fire at structures behind you by pressing the R Button. Now you can reach more items.





STANDARD GAME

The Standard Game consists of 12 Areas. Each Area is unique. Some Areas are longer and more dangerous than others. It's a nice feature of the game. It helps to break up the action and leads to a greater sense of achievement. You'll also find that some weapons are more effective than others in certain Areas.

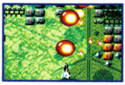


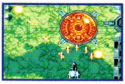
STANDARD GAME
SHORT GAME
OPTIONS

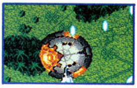
You can also choose a Short Game to sample various stages.

AREA 1

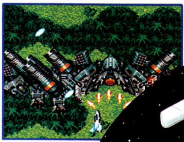
Area 1 is set above the rain forests of Central America. The lush greenery of the forest is a stark contrast to the harsh machine-like terrain of the floating city that the aliens are building. The alien defense systems are fairly weak in this Area. They must not have been prepared to face the kind of resistance that the ED-057 puts up. Pick up and become familiar with all of the weapons as they pass by in the Weapon Capsules. Face Zolba at the end of this Area.





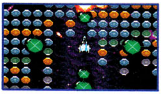


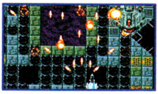
Avoid Zolba's giant spinning ball as it zips across the screen. Give it a wide berth because it moves fast!

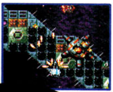


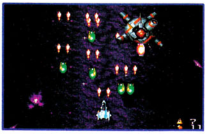
AREA 3

In Area 3, you must guide the ED-057 through the enemy supply base. This is a relatively short Area and the defense systems are comparatively weak. You'll meet up with the boss of Area 3 midway through it. You won't be able to destroy it until the end, though.





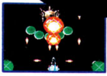


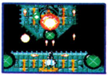


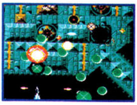
This boss moves from side to side. The Sprite weapon is good here. It keeps a steady stream of shots hitting the boss no matter where it goes.

AREA 2

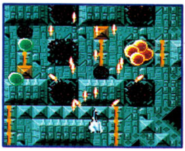
In Area 2, the ED-057 will take off for outer space and arrive at a gigantic space station called Lono. The Circle is probably the best weapon to have here. It will take precise aim to destroy all of the laser and gun turrets on the space station. If the action and speed in this Area are too intense for you, you'll have to pull off some kind of a major miracle to get through the 10 remaining Areas. Attack quickly!





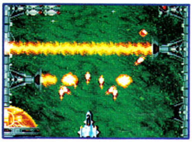


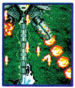
Press the R Button to stop the Circle weapons and hold one of them on top of an enemy.

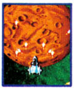


AREA 4

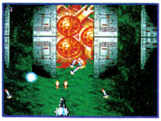
The background of Area 4 is like a flowing river of deep space goo. Don't let it distract you—you're on a mission! There are several types of flame throwers in this Area. Some will swing a giant arm of flames, some will shoot out a horizontal blast. Take these out at the source. Missiles will be especially helpful when you're seeking out the small gun turrets that line the space structure. Destroy Jannel at the end.



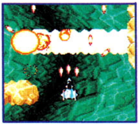




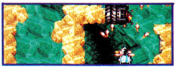
Take out the large flame throwers quickly and avoid the expanding moons.



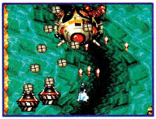
AREA 5

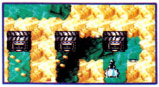


Apparently, the alien invaders have been demolishing planets for quite some time. Area 5 has debris that had been scraped from the surface of a dead planet. The aliens must be trying to make use of it because they have dispatched numerous Space Drills to create a useable defense formation from the rocks. Blast Nardork, the boss, when its red "eye" is exposed, but avoid its arms.



Shoot the Space Drills only when they've cleared a path and you can fly the ED-057 safely around them.

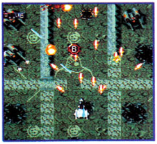


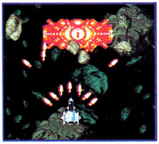


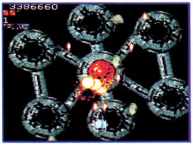
The long-armed boss, Nardork, will lead you on a high speed chase at the end of Area 5. Watch out for the boulders!

AREA 7

Strategically-placed lasers and missile pods will hamper your progress through the remnants of a demolished asteroid. Don't get caught in the laser cross-fire—odds are that you won't make it through in one piece. The heavily-armed Rubar, a small space station, will have to be challenged at the end of this Area.



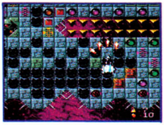


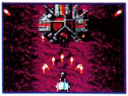


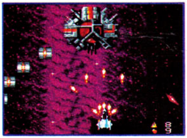
The pods on Rubar's edge will have to be destroyed one by one. Launch a Bomb at the core.

AREA 6

You and your ED-057 have reached the enemy's middle base. This is basically a storage facility and therefore is not guarded very heavily. With fully Powered-Up weapons, you should be able to cruise right through it with a low level of difficulty and resistance. The boss drops a load of mines but is not very formidable. You should be able to take it out easily.



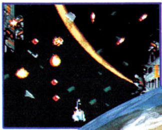


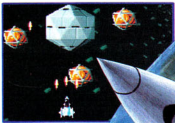


Blast, blast and blast some more! That's the name of the game. Play it!

AREA 8

Use extra care when blasting the enemy forces on and around the giant space vessel in Area 8. Panels from the ship's hull will break off and block your forward progress. Shoot the panels, too!





Fire constantly and use a circular motion when tangling with Carrier Nont at the end of Area 8. It moves quickly.

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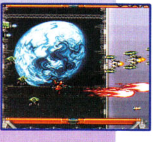
CLOSE ENCOUNTERS

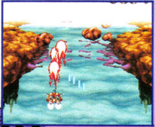
Monster ships from the Armada of Annihilation have descended upon the peaceful Illis system of planets. As the commander of the Axelay Stratafighter, you are the last hope of the helpless citizens. While similar stories have been told a zillion times in video games, the action, aliens and special effects of this six-stager from Konami ring with originality. The game opens with a head-on battle in an obstacle-filled orbit and never lets up. Explore weird worlds, blast through high tech hideouts and take on the wildest alien leaders this side of Super R-Type in your fight to free the universe from the grasp of the Armada.

NEW VIEWS

The action of Axelay is shown in two different perspectives. Odd numbered stages present a head-on view and even numbered stages have a more traditional side view. The alternating change in perspective makes for an exciting and unpredictable playing experience.

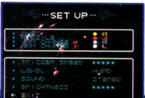
Axelay gives you two outlooks on alien-blasting action.





PREPARE FOR COMBAT

Before you start blasting, you can make changes by selecting the Set Up option. The difficulty level, weapon firing speed and even the brightness of the display can be adjusted.



···SET UP···

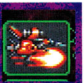
SHOT B
MISSILE A
ARM CHANGE R
ARM CHANGE L

TRIGGER SPEED ▸▸▸▸▸▸
LEVEL HARD
SOUND STEREO
BRIGHTNESS ▸▸▸▸▸▸
EXIT

ARMS INSTALLATION

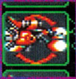
The Straight Laser, Round Vulcan and Macro Missiles are yours when the game begins. You'll earn more weapons as you close in on the leaders of the Armada. Install your three strongest weapons at the beginning of each stage and continue your quest for universal peace.

STRAIGHT LASER



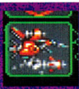
The Straight Laser sends forth a barrage of full force fireballs.

ROUND VULCAN



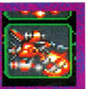
This weapon sweeps around the Axelay to destroy enemies at all angles.

MACRO MISSILES



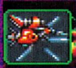
You can blast ground targets from above with these powerful explosives.

EXPLOSION BOMBS



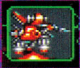
Explosion Bombs spread radioactive acid upon contact with their targets.

NEEDLE CRACKER



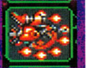
Heat-seeking lasers fire in six directions when you use the Needle Cracker.

CLUSTER BOMBS



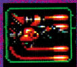
These ground attack devices can destroy several targets at once.

MORNING STAR



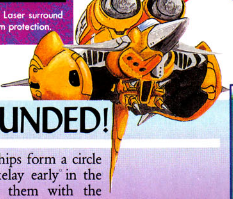
This weapon surrounds the Axelay with destructive photon charges.

WIND LASER



The beams of the Wind Laser surround the Axelay for maximum protection.

Climb into your flame retardant combat suit and get set to destroy the mighty Armada of Annihilation with the Axelay's special weapons.

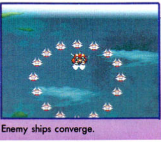


STAGE ONE

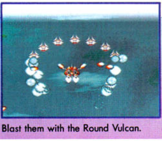
Enemy forces are patrolling the skies of the serene blue planet, Cumuluses. Restore order by clearing away the Armada's ships and blasting the bases that have been established on orbiting asteroids. Victory will earn you the Explosion Bombs.

SURROUNDED!

Small enemy ships form a circle around the Axelay early in the stage. Destroy them with the Round Vulcan before they get too close.



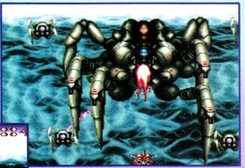
Enemy ships converge.



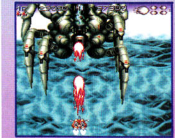
Blast them with the Round Vulcan.

ARACHNATRON ATTACK

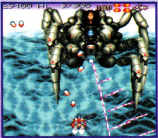
The spider-like Arachnatron will try to catch you in its Web. Steer clear of this red beam and aim for the sensor in the center of the machine. You should also take care of the Arachnatron's mechanoid offspring when they appear. Use the Round Vulcan for this task.



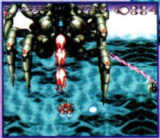
Blast the blue sensor when you have a clean shot.



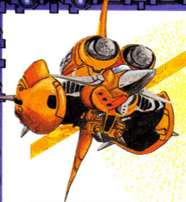
Aim for the center of the spider ship.



Fly away from the Web as it sweeps by.

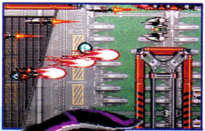


Clear away the mini-Arachnatrons.



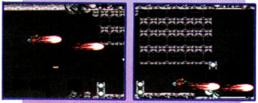
STAGE TWO

The Tralieb Colony once contained an Illis Defense Force research facility. Now the Armada of Annihilation is using the lab to create new kinds of evil armory. This experimental machinery is hard to get around. You'll have to steer clear of the floating shells even after you've destroyed some of the ships in the stage.



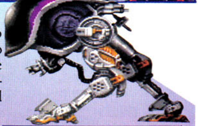
CRUNCH TIME

On your approach to the T-36 Towbar, you'll encounter two huge barriers that are held up by thin supports. The only way to pass these obstacles is to blast away the supports and fly under the obstacles before they crash down.

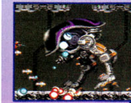


Blast through the supports and get out of the way before the barrier falls.

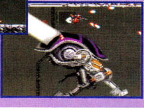
T-36 TOWBAR



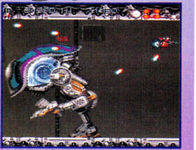
The T-36 Towbar at the end of the Tralieb Colony uses a machine gun and a wide laser to destroy invading forces. Fire on the gun and the blue glowing core as this walking tank approaches. Then fly around to the other side and hit it with Round Vulcan shots.



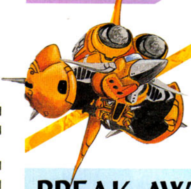
Take out the T-36 Towbar's big gun.



Stay away from the wide laser beam.



Use the Round Vulcan on the other side.

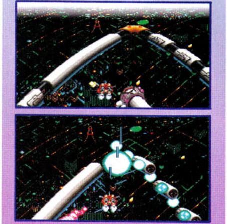


STAGE THREE

The planet Urbanite has been devastated by the Armada of Annihilation. All that remains are deserted cities, huge craters and an enemy fleet. Weave around the maze of floating debris, take out the Armada satellites and move on to the Regenertoid.

BREAK AWAY

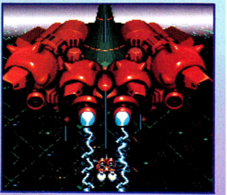
Your planetary orbit is packed with floating pipes. If you're cornered by these barriers, fire at the joints to break them apart.



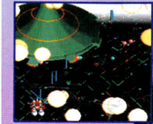
Hit the floating pipes in the joints.

REGENERTOID

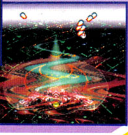
The Regenertoid will materialize when you reach the end of Urbanite. Once you've destroyed the square turrets on the sides of this huge, spinning ship, it will reappear with armor plating. Fire at the center and send it spiraling down.



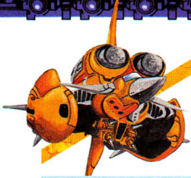
Fire on the center of the new ship.



Hit the turrets on the ship's edge.



A change will take place when the turrets are gone.

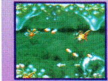


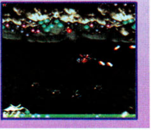
STAGE FOUR

Mutant fish and flying snakes inhabit this radiation-poisoned cavern. Use the Needle Cracker to blaze a trail through the organic debris and fight on to Aquadon. When you clear this stage, you'll earn the Morning Star.

TWO TERRAINS

You can travel through the water as easily as you can fly through the air here. The routes are equally difficult.

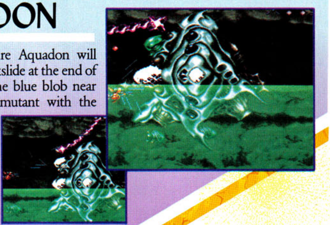




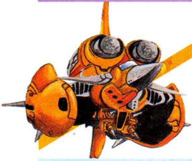
Air and water routes both prove to be a challenge.

AQUADON

The weird creature Aquadon will appear after a rockslide at the end of the cavern. Hit the blue blob near the top of this mutant with the Needle Cracker and avoid the electric beams. You'll sink it in no time.



Send the Aquadon into the muck.

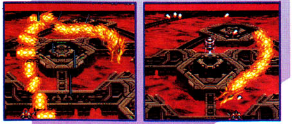


STAGE FIVE

Lava flows freely on this molten planet. Avoid the huge worms that leap from the lava pools and aim your weapons on the attacking fleet. You'll earn the Wind Laser upon completion of the stage.

FIERY FIENDS

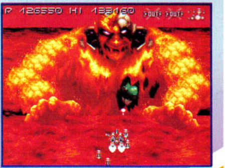
Fire Dragons will attack in one section of this stage. Aim for their heads. When they're hit, you can fly through the flames.



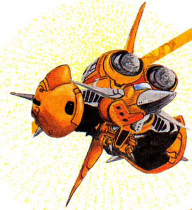
Fire on the Dragons' heads.

WAYLER

The red lava parts at the end of this stage to reveal the huge beast, Wayler. Stay away from his fiery fists and steer around his balls of flame. After Wayler has been weakened, his green heart will be exposed. If you concentrate your shots on this area, he'll go down in a hurry.



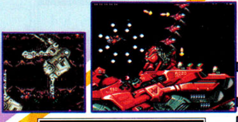
Fire at Wayler's heart for the best results.



STAGE SIX

ARMADA FORTRESS

The remaining forces of the Armada of Annihilation can be found in this final stage fortress. The huge Armada ships can pack a wallop. Stay away from their shots and destroy the ships piece by piece. You'll clash with the vicious Veinion at the end of the stage.



© 1991, 1992 Bullet-Proof Software

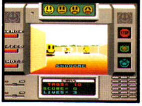
FACEBALL 2000™

Wipe the smile off your face and get ready for serious fun with FaceBall 2000, the first Super NES title from Bullet-Proof Software. The video version of the Virtual Reality sport of the future, FaceBall pits you against smiling cyborgs in either CyberZone or Arena mode as you search the mazes and try to tag them before they tag you.

HAVE A NICE PLAY!

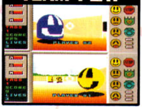
SUPER NES

ONE PLAYER



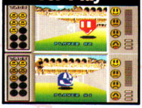
In the one-player CyberZone Mode, you have to fight your way alone through 41 increasingly complex mazes and eliminate the Master Smiloid.

TEAM PLAY



Enlist the help of a friend and enter the CyberZone to take on the Smiloid masses together, but don't mistake your partner for the enemy!

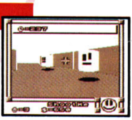
Vs. Play



Take on a friend or play against computer opponents in the Arena Mode. It takes ten tags to win, so watch your back and have a nice day.

GAME BOY

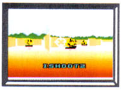
The Game Boy version had Cyberscape and Arena Modes. In Cyberscape, players searched increasingly complex mazes for keys and flashing exits.



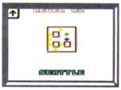
In the Super NES version of FaceBall 2000, rich color and full stereo sound add to the drama of the hunt, and the new CyberZone phase adds to the challenge. Play options let you choose to play alone against the sea of Smiloids, pair with a friend and stage a two-player attack or play against your friend in the Vs. Mode.

TEAM PLAY IN SEATTLE

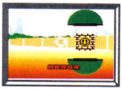
LEVEL 2 ON THE UNIVERSAL CIRCUIT



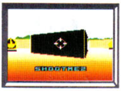
CyberZone play takes you around the universe, but it starts in Honolulu and moves to Seattle for the second round. Take aim and tag ten enemies to open the exit.



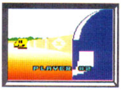
Press X to bring up a map. It shows the room layout and the location of the exit. If you find a Sensor, it also shows the locations of your face, partner and enemies.



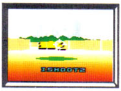
Flashing Smiloids are actually Pod Drones. When you tag them, they leave Pods containing extra points or helpful items behind. Press B to collect the Pod's contents.



It takes teamwork. In the beginning, the exit is blocked by a black wall. Together you and your partner must tag ten Smiloids to bring down the wall and exit the room.



Always look before you shoot! That friendly face just might be your partner's. If you accidentally tag your teammate it hurts just as much as an enemy attack does.

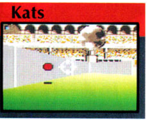


Continue searching for Pod Drones even after you've tagged enough faces to clear the exit. Collect as many Power-Up items as you can before you move to the next level.

TWO-PLAYER TAG, STEP BY STEP

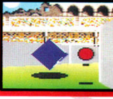
In the Two-Player Mode, the screen splits and shows Player 1's view on top, Player 2's view on the bottom. You can't see other players if they're behind you, but if you see yourself on your opponent's view screen, you know that you're in big trouble! Don't be a sitting duck—keep moving to make yourself a more difficult target to hit. And if you see enemy fire whiz by, either get out of there or do an about-face as fast as you can! Always sneak a peek around the corners before continuing.

PLAYER 1 **Kats**

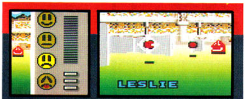


Kats, Player 1, can't see his opponent in his view screen, but he knows that she's behind him when a red bullet comes flying from that direction. It's time to make tracks or get tagged!

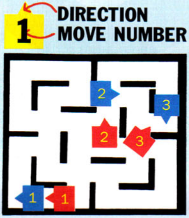
PLAYER 2 **Leslie**

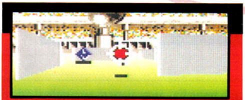


Leslie has Kats in her sights and is about to blind-side him. Her first shot is off the mark, which lets him know that she's there, so she has to get the next shot off quickly and accurately.

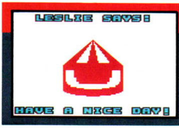


After seeing Leslie's shot narrowly miss, Kats high-tails it out of there before she can fire again. She chases him towards the center of the maze, continuously firing on the fly. She scores some hits before Kats retreats, so his energy is dangerously low. He heads for the protection of the upper right corner.





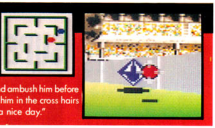
Kats can run, but he can't hide! Leslie chases him into the center and tags him twice before he can flee again. She has him on the run. He'll probably try to lay low and regain some strength before showing his face again, but she's not about to let him rest. It's time to move in for the terminating tag.



LESLIE SAYS:

HAVE A NICE DAY!

Kats will regain energy as time passes. Just when he thinks he's safe for a few moments, though, Leslie pops around the corner and cheerfully squeezes off a shot. So much for having a nice day!



A quick check of the map shows that Kats is hanging out right around the corner. If she's quick, Leslie can leap out and ambush him before he has time to react. She centers him in the cross hairs and says, "Go ahead . . . have a nice day."

WIN A FACEBALL

QUESTION: What color is a Vampire Smiloid?

Take the FaceBall Challenge! Can you track down an elusive Vampire Smiloid?

Win a foam FaceBall! Send your answer to the FaceBall Challenge question, left, on a 3½"x5" postcard to the address listed at right. Hurry! Offer is valid only while supply lasts.

NINTENDO POWER
FACEBALL 2000 CONTEST
P.O. BOX 97063
REDMOND, WA 98073-9763

NINTENDO SAYS:

HAVE A NICE DAY!

TOP 20
NINTENDO POWER

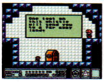
NOVEMBER 1992

Last month, we were wondering if Street Fighter II would be able to overtake Super Mario World. We guess we got our answer! The Street Fighter II crew landed a seriously stunning blow at the Dealer level. Also, look what Yoshi did in the NES and Game Boy categories. Big jumps!

NES

1 14,023 POINTS 37 MONTHS

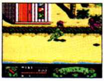
SUPER MARIO BROS. 3



Hey, Mario! What are ya doin'? "I'm a sittin' here at number 1 with my bro' Luigi, that's a what I'm doin!"

2 9,120 POINTS 6 MONTHS

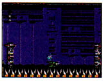
TMNT III: THE MANHATTAN PROJECT



The Turtles are still chasing Shredder all over Manhattan. They like doing it. Of course, that's their job.

3 9,008 POINTS 10 MONTHS

MEGA MAN IV



Mega Man gains a little ground this month. Smashing out-of-control robots must be getting easier...or more fun!

4 8,560 POINTS

THE LEGEND OF ZELDA

Getting out of the Lost Woods and into the Graveyard is still challenging players everywhere.

5 8,053 POINTS

BATTLETOADS

The Dark Queen is slowly drawing the 'Toads into her clutches. Help them break free!

6	7,824 POINTS	TECMO SUPER BOWL
7	6,529 POINTS	YOSHI
8	6,057 POINTS	FINAL FANTASY
9	5,039 POINTS	TETRIS
10	4,470 POINTS	SUPER MARIO BROS. 2
11	4,324 POINTS	TMNT II: THE ARCADE GAME
12	4,029 POINTS	DR. MARIO
13	4,019 POINTS	MEGA MAN
14	3,756 POINTS	MEGA MAN II
15	3,700 POINTS	CASTLEVANIA III: DRACULA'S CURSE
16	3,644 POINTS	MEGA MAN III
17	3,606 POINTS	SUPER OFF-ROAD
18	3,543 POINTS	MONOPOLY
19	3,458 POINTS	DRAGON WARRIOR III
20	3,326 POINTS	TINY TOON ADVENTURES

SUPER NES

1 34,824 POINTS
5 MONTHS

STREET FIGHTER II: THE WORLD WARRIOR

Snagging the highest point total ever, Guile, Chun Li and the rest of the World Warriors kicked some serious tail!

2 22,210 POINTS
11 MONTHS

THE LEGEND OF ZELDA- A LINK TO THE PAST

Never fear, Link. Your first Super NES adventure may return to the limelight of #1 once again.

3 9,941 POINTS
3 MONTHS

SUPER MARIO WORLD

The raid on Bowser and the Koopalings continues! Mario and Luigi can take turns trashing their castles.

4 6,477 POINTS

F-ZERO

Rock solid at #4, F-Zero has truly amazing staying power with the Players and Pros.

5 6,319 POINTS

FINAL FANTASY II

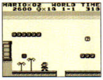
The Light Warriors have great staying power, too! Hailed as the best Super NES RPG by the Players.

6	4,855 POINTS	SUPER CASTLEVANIA IV
7	4,603 POINTS	CONTRA III: THE ALIEN WARS
8	4,395 POINTS	SIMCITY
9	4,363 POINTS	FINAL FIGHT
10	3,977 POINTS	KRUSTY'S SUPER FUN HOUSE
11	3,930 POINTS	TMNT IV: TURTLES IN TIME
12	3,508 POINTS	WWF SUPER WRESTLEMANIA
13	3,068 POINTS	MARIO PAINT
14	3,055 POINTS	TOP GEAR
15	2,699 POINTS	ACTRAISER
16	2,520 POINTS	SUPER BATTLE TANK: THE WAR IN THE GULF
17	2,468 POINTS	PILOTWINGS
18	2,349 POINTS	SUPER STAR WARS
19	2,289 POINTS	THE ADDAMS FAMILY
20	2,285 POINTS	SUPER ADVENTURE ISLAND

GAME BOY

1 17,369 POINTS
25 MONTHS

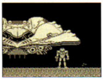
SUPER MARIO LAND



Almost matching the outpouring of points last month, Mario continues to rule the Game Boy crowd with style.

2 10,393 POINTS
10 MONTHS

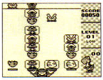
METROID II: RETURN OF SAMUS



Samus Aran may be relegated to the #2 slot for quite some time, especially with Mario's tremendous popularity.

3 8,305 POINTS
21 MONTHS

YOSHI



Puzzle game fanatics went wild and gobbled up Yoshi at the Dealer level. Game Boy is excellent for puzzle games.

4 6,229 POINTS

THE SIMPSONS: ESCAPE FROM CAMP DEADLY

Bartman and the rest of the Simpsons crew are still desperately trying to escape from Camp Deadly.

5 6,207 POINTS

BATTLETOADS

Like the skin problems they are named for, the glorious 'Toads won't easily be conquered.

6	5,026 POINTS	DR. MARIO
7	5,021 POINTS	TMNT II: BACK FROM THE SEWERS
8	4,807 POINTS	FINAL FANTASY ADVENTURE
9	3,792 POINTS	TMNT: FALL OF THE FOOT CLAN
10	3,251 POINTS	BATMAN: RETURN OF THE JOKER
11	3,009 POINTS	FACEBALL 2000
12	2,930 POINTS	FINAL FANTASY LEGEND II
13	2,831 POINTS	TETRIS
14	2,729 POINTS	MEGA MAN IN DR. WILY'S REVENGE
15	2,711 POINTS	HOME ALONE
16	2,581 POINTS	NBA ALL-STAR CHALLENGE 2
17	2,540 POINTS	TINY TOON ADVENTURES
18	2,470 POINTS	MONOPOLY
19	2,447 POINTS	FINAL FANTASY LEGEND
20	2,409 POINTS	SUPER MARIO LAND 2-6 GOLDEN COINS

PLAYER'S PICKS

WHAT ARE YOUR FAVORITE SUPER NES GAMES?

PLAYER'S PICKS

Jason Eldridge
Neptune Beach, FL

The Legend of Zelda-A Link to the Past
Super Mario World
Final Fantasy II
Mario Paint
F-Zero

PLAYER'S PICKS

Jason Robinson
Coatesville, PA

The Legend of Zelda-A Link to the Past
Super Mario World
SimCity
F-Zero
PilotWings

PLAYER'S PICKS

Kent Meister
Tulsa, OK

The Legend of Zelda-A Link to the Past
Super Mario World
NCAA Basketball
Bill Laimbeer's Combat Basketball
Super Tennis

PLAYER'S PICKS

José Lua
Los Angeles, CA

Super Bases Loaded
John Madden Football
Roger Clemens MVP Baseball
Nolan Ryan's Baseball
Super Baseball Simulator 1.000

PLAYER'S PICKS

Steve Ferrigan
Ingleside, IL

The Legend of Zelda-A Link to the Past
TMNT IV: Turtles In Time
SimCity
Final Fantasy II
NCAA Basketball

PLAYER'S PICKS

Corey Woodford
Bowie, MD

Street Fighter II: The World Warrior
The Legend of Zelda-A Link to the Past
SimCity
Final Fantasy II
Wings 2: Aces High

PLAYER'S PICKS

PLAYER'S PICKS

PLAYER'S PICKS

TAKE 5

The readers of Nintendo Power have voted these games to be their Top 5 Super NES Action/Adventure games. Cast a vote for your favorites in the Player's Poll this month.

Top 5 Super NES Action/Adventure games: Player's Picks for November 1992

1. Street Fighter II The World Warrior
2. Super Mario World
3. Super Castlevania IV
4. Contra 3: The Alien Wars
5. Final Fight

POWER PUZZLERS

Test your knowledge of Nintendo games old and new by completing the puzzles on this page. The solutions to the puzzles appear in the December issue—but don't peek unless you're totally stumped!

Match the places on the left to the games they appear in.

A. **Forest of Illusion**
B. **St. Canard**
C. **Ha-Ha-Hacienda Island**
D. **SR388**
E. **Blester**
F. **Laruba Mansion**
G. **Grimace**
H. **Neo City**
I. **Planet Neural**
J. **Kakariko Village**

1. ___ **M.C. Kids**
2. ___ **Contra III: The Alien Wars**
3. ___ **Super Mario World**
4. ___ **Batman: Return of the Joker**
5. ___ **Darkwing Duck**
6. ___ **Zelda: A Link to the Past**
7. ___ **Castlevania II: Simon's Quest**
8. ___ **Star Trek**
9. ___ **Metroid**
10. ___ **Soul Blazer**

Match the villains in the left column to their games.

A. **Kholdstare**
B. **Mouser**
C. **Bebop**
D. **Scarface**
E. **Wazula**
F. **Poindexter**
G. **Smiloid**
H. **Chargin' Chuck**
I. **Abagail Craven**
J. **M. Bison**

1. ___ **FaceBall 2000**
2. ___ **T&C 2: Thrilla's Surfari**
3. ___ **Super Mario World**
4. ___ **The Addams Family**
5. ___ **T.M.N.T.**
6. ___ **Super Smash T.V.**
7. ___ **Zelda: A Link to the Past**
8. ___ **Super Mario Bros. 2**
9. ___ **Felix the Cat**
10. ___ **Street Fighter II**

Match the objects in the left column to the games they're from.

A. **Psycho Sword**
B. **Mega Buster**
C. **Jet Skateboard**
D. **Quiver**
E. **Speed Bike**
F. **Cavitation Drive**
G. **Yo-yo**
H. **Jelly Bean**
I. **Floater Stone**
J. **Acorn**

1. ___ **The Hunt for Red October**
2. ___ **Final Fantasy**
3. ___ **Soul Blazer**
4. ___ **StarTropics**
5. ___ **Mega Man IV**
6. ___ **Robin Hood: Prince of Thieves**
7. ___ **Battletoads**
8. ___ **Rescue Rangers**
9. ___ **The Jetsons**
10. ___ **A Boy and His Blob**

Match the characters to the games they appear in.

A. **Sahasrahla**
B. **Nurse Edna**
C. **Nova**
D. **Uncle Pennybags**
E. **Cliff Secord**
F. **Typhoon**
G. **Muttley**
H. **Blanka**
I. **Marcel LeBlanc**
J. **Corporal Punishment**

1. ___ **Wacky Races**
2. ___ **The Rocketeer**
3. ___ **Krusty's Super Fun House**
4. ___ **Wings 2: Aces High**
5. ___ **Zelda: A Link to the Past**
6. ___ **Power Blade**
7. ___ **Street Fighter II**
8. ___ **WWF Super Wrestlemania**
9. ___ **Monopoly**
10. ___ **Maniac Mansion**

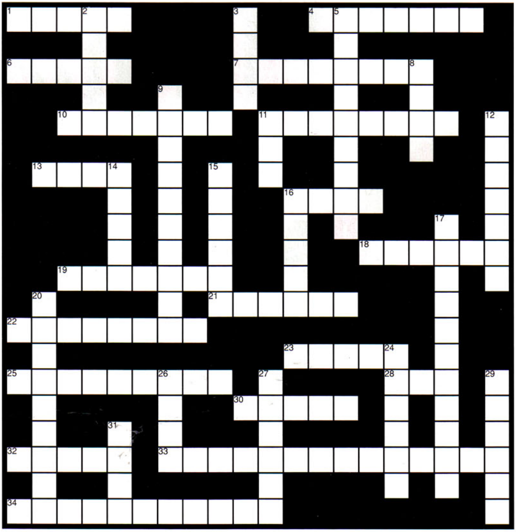
• • • • • • • • • • • • • • • • • • • •

ACROSS

1. Pasta-Pounding Bro.
4. ____ the Bugman
6. September Cover Character
7. Nintendo's First Racing Game
10. Kirby Energizer
11. George J.'s Nemesis
13. ____ 's Nightmare
16. ____ Pearl
18. Book of____
19. Final Fantasy Flier
21. Toxie's Toxic Pal
22. Link's Best Shot
23. Link's Master Weapon
25. Woman Space Warrior
28. One Guy (see 27 Down)
30. Princess in Peril
32. Mario's Ride in Super Mario World
33. Once Appeared With Nester
34. Lemmy's Home Sweet Home

DOWN

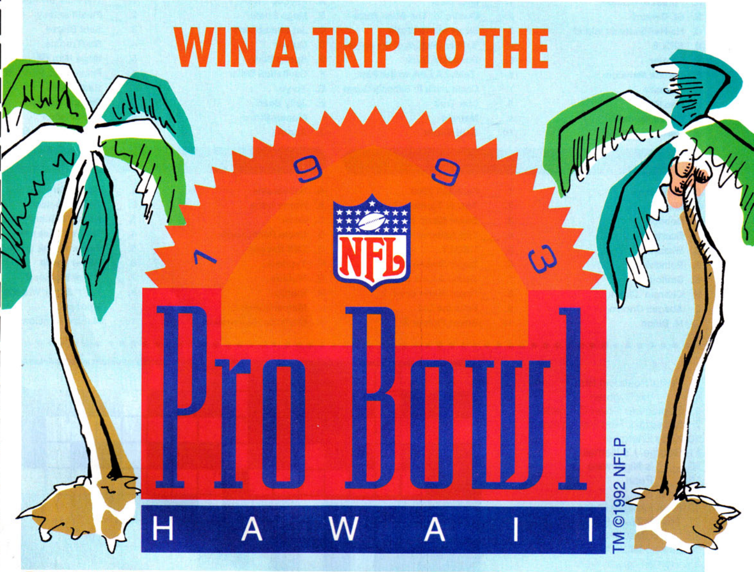
2. A Street Fighter
3. Mario____
5. Princess____
8. ____-Playing Game
9. Formal title of Mario's creator
11. Robo____
12. Super NES F-1 Fun
14. Soul Blazer Dog and Rapid Fire
15. The World of SMB 2
16. Number-One Mustachioed Plumber
17. Metroid's Evil Big-Thinker
20. StarTropics Site
24. Mega Man's Maniacal Mastermind
26. Skin Problem and Battletoad
27. Another Guy (see 28 Across)
29. Mario's Biggest Baddie
31. NES NASCAR Champ ____ Elliott



PLAYER'S POLL CONTEST

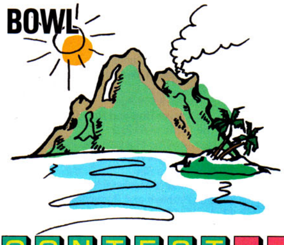
SCORE WITH SUPER PLAY

WIN A TRIP TO THE


1993
NFL
Pro Bowl
HAWAII
TM ©1992 NFLP

GRAND PRIZE A PRO-BOWL BLITZ

- A TRIP FOR TWO TO THE PRO BOWL IN TROPICAL HAWAII
- V.I.P. PASSES TO A PRO PRACTICE SESSION
- ENTRANCE TO THE NFL PROS' BEACH CHALLENGE



PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Which statements below best reflect your opinion of the new Player's Guide, Top Secret Passwords?

1. I like it.
   - a. Agree a lot
   - b. Agree a little
   - c. Disagree
2. It includes games I have.
   - a. Agree a lot
   - b. Agree a little
   - c. Disagree
3. I think it will help me finish games that I hadn't been able to finish before.
   - a. Agree a lot
   - b. Agree a little
   - c. Disagree

B. What do you think of the Power Puzzler page that replaces the Celebrity Profile this month?

1. I like it. I'd like to see more puzzles and trivia questions.
2. It's all right for one month, but I'd rather read Celebrity Profile.
3. It's too difficult.
4. It's too easy.
5. I don't like having puzzles or trivia questions in Nintendo Power.

C. What is your opinion about classic reviews, such as this month's review of Mega Man?

1. I like it. I'd like to see more classics reviewed.
2. I like it, but I'd rather see reviews of new games.
3. I didn't read it.
4. I didn't like it. I don't like reading about the older games.

D. How old are you?

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

E. Sex

1. Male 2. Female

Please use the game titles on the back of this card to answer the following questions.

F. Please indicate, in order of preference, your five favorite NES games.

G. Please indicate, in order of preference, your five favorite Game Boy games.

H. Please indicate, in order of preference, your five favorite Super NES games.

I. Trivia Test: What Super NES game is number one in this month's Top 20?

Answers to the Player's Poll - VOLUME 42

Name ________________ Tel. ________________

Address ________________

City ________________ State ________________ Zip ________________

Membership No. ________________ Age ________________

Please answer by circling the numbers that correspond to the survey questions above.

A. 1. a b c 2. a b c 3. a b c

B. 1 2 3 4 5

C. 1 2 3 4

D. 1 2 3 4 5 6

E. 1 2

F. Indicate numbers 1-100 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____

G. Indicate numbers 101-150 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____

H. Indicate numbers 151-194 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____

I. Trivia Test Answer ________________

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NES Games

1. The Addams Family
2. Adventures of Lolo III
3. American Gladiators
4. Barbie
5. Baseball Stars
6. Bases Loaded II
7. Batman
8. Battletoads
9. Bill & Ted's Excellent Video Game Adventure
10. A Boy and His Blob
11. Captain America and the Avengers
12. Casino Kid 2
13. Castlevania II–Simon's Quest
14. Castlevania III–Dracula's Curse
15. Contra Force
16. Crash 'N the Boys
17. Crystalis
18. Defenders of Dynatron City
19. Déjà Vu
20. Dick Tracy
21. Disney's Duck Tales
22. Disney's Rescue Rangers
23. Double Dragon II
24. Double Dragon III
25. Dragonstrike
26. Dragon Warrior
27. Dragon Warrior II
28. Dragon Warrior III
29. Dr. Mario
30. Eliminator Boat Duel
31. The Empire Strikes Back
32. F-15 Strike Eagle
33. Final Fantasy
34. The Flintstones
35. Gargoyle's Quest
36. G.I. Joe
37. Gold Medal Challenge
38. Gremlins 2
39. Hudson's Adventure Island 3
40. Joe & Mac
41. The Legend of Zelda
42. Lemmings
43. The Little Mermaid
44. Little Nemo the Dream Master
45. Little Samson
46. Maniac Mansion
47. Mega Man
48. Mega Man II
49. Mega Man III
50. Mega Man IV
51. MetalStorm
52. Metroid
53. Might and Magic
54. Monopoly
55. NES Open Tournament Golf
56. NES Play Action Football
57. Nightshade
58. Ninja Gaiden 2
59. Ninja Gaiden 3
60. Nobunaga's Ambition II
61. Panic Restaurant
62. Pirates
63. Power Blade
64. Prince of Persia
65. Batman: Return of the Joker
66. Robin Hood
67. The Rocketeer
68. Roger Clemens MVP Baseball
69. Romance of the Three Kingdoms II
70. Shatterhand
71. The Simpsons: Bart vs. the Space Mutants
72. The Simpsons: Bart vs. the World
73. Smash TV
74. Snow Bros.
75. Space Shuttle Project
76. Stanley: The Search for Dr. Livingston
77. Star Trek
78. StarTropics
79. Star Wars
80. Super Off Road
81. Super Mario Bros.
82. Super Mario Bros. 2
83. Super Mario Bros. 3
84. Sword Master
85. T & C 2: Thrilla's Surfari
86. Tecmo Super Bowl
87. Teenage Mutant Ninja Turtles
88. Tetris
89. Terminator 2: Judgment Day
90. Tiny Toon Adventures
91. TMNT II: The Arcade Game
92. TMNT III
93. Tom & Jerry
94. Ultima: Quest of the Avatar
95. Ultima: Warriors of Destiny
96. Ultimate Air Combat
97. Vice: Project Doom
98. Where in the World is Carmen Sandiego?
99. Wizards & Warriors III: Kuros' Visions of Power
100. Zelda IIThe Adventure of Link

Game Boy Games

101. The Addams Family
102. Adventure Island
103. Barbie
104. Batman
105. Battletoads
106. Castlevania II: Belmont's Revenge
107. Choplifter II
108. Double Dragon II
109. Double Dragon III
110. Dr. Mario
111. Faceball 2000
112. Final Fantasy Adventure
113. Final Fantasy Legend
114. Final Fantasy Legend 2
115. The Flintstones
116. F-1 Race
117. Gauntlet 2
118. Home Alone
119. The Hunt for Red October
120. Jeep Jamboree
121. The Jetsons: Robot Panic
122. Kid Icarus
123. Kingdom Crusade
124. Kirby's Dream Land
125. Lazlo's Leap
126. Mega Man in Dr. Wily's Revenge
127. Metroid II: The Return of Samus
128. Operation C
129. Prince of Persia
130. RoboCop
131. The Simpsons: Escape From Camp Deadly
132. Spider-Man
133. Star Wars
134. Super Mario Land
135. Super Mario Land 2
136. Super RC ProAm
137. Sword of Hope
138. Tecmo Bowl
139. Terminator II: Judgment Day
140. Tetris
141. TMNT: Back from the Sewers
142. TMNT: Fall of the Foot Clan
143. Tom & Jerry
144. Top Gun: Guts and Glory
145. Track & Field
146. Turn and Burn
147. Ultima: The Runes of Virtue
148. Wave Race
149. Wordtris
150. WWF Superstars II

Super NES Games

151. The Addams Family
152. ActRaiser
153. Arcana
154. Axelay
155. Bill Laimbeer's Combat Basketball
156. Castlevania IV
157. FaceBall 2000
158. Final Fantasy II
159. Final Fantasy Mystic Quest
160. Final Fight
161. F-1 ROC
162. F-Zero
163. Gradius III
164. Hal's Hole-in-One Golf
165. John Madden's Football
166. Krusty's Fun House
167. The Legend of Zelda–A Link to the Past
168. Lemmings
169. Magic Sword
170. Mario Paint
171. Monopoly
172. NCAA Basketball
173. Out of This World
174. Pilotwings
175. Populous
176. R.P.M. Racing
177. SimCity
178. The Simpsons: Bart's Nightmare
179. Smash T.V.
180. Soul Blazer
181. Space Megaforce
182. Streetfighter II
183. Super Adventure Island
184. Super Baseball Simulator 1.000
185. Super Bases Loaded
186. Super Bowling
187. Super Ghouls 'N Ghosts
188. Super Mario Kart
189. Super Mario World
190. Super Off Road
191. Super R-Type
192. Super Star Wars
193. Super Tennis
194. T.M.N.T. IV: Turtles in Time

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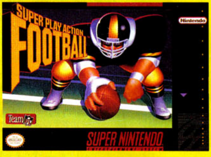

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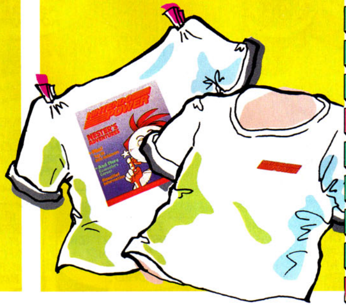


OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address and telephone number on a plain 3½″ × 5″ card. Mail your entry to this address:

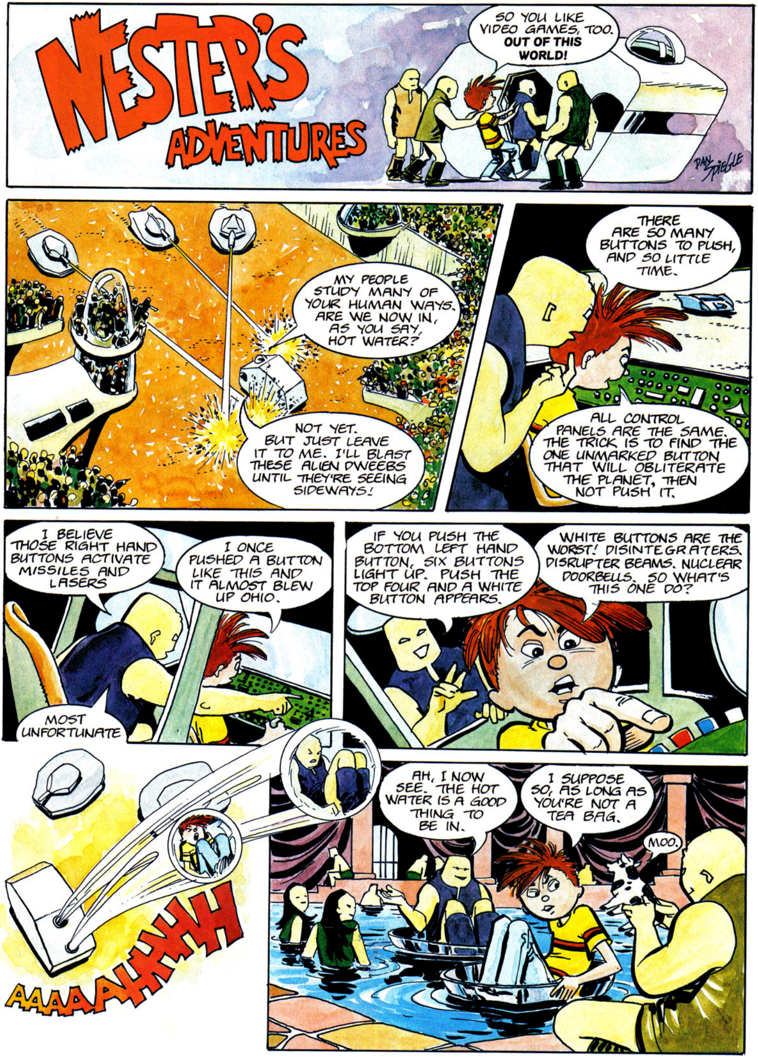
NINTENDO POWER PLAYER'S POLL
P.O. BOX 97062
Redmond, WA 98073-9762

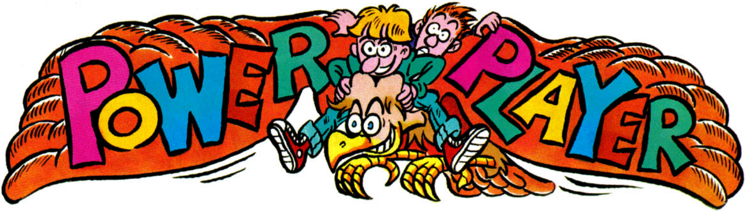
One entry per person, please. All entries must be postmarked no later than December 1, 1992. We are not responsible for lost, stolen or misdirected mail.

On or about December 15, 1992, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 66:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after December 30, 1992, send your request to the address above.

GRAND PRIZE TRIP: Nintendo will provide Pro Bowl tickets and arrange air travel and accommodations in Hawaii for the Grand Prize winner and one guest. If under 18, the winner must be accompanied by a parent or legal guardian. The winner must also provide written release to Nintendo of America Inc. Estimated value of the grand prize is $3,000. Exact date of the trip is subject to final determination by Nintendo of America Inc. and to accommodation and airfare availability. Some restrictions apply.

This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void where where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.


NESTER'S ADVENTURES
SO YOU LIKE VIDEO GAMES, TOO. OUT OF THIS WORLD!
DAN SPIEGLE
MY PEOPLE STUDY MANY OF YOUR HUMAN WAYS. ARE WE NOW IN, AS YOU SAY, HOT WATER?
NOT YET. BUT JUST LEAVE IT TO ME. I'LL BLAST THESE ALIEN DWEEBS UNTIL THEY'RE SEEING SIDEWAYS!
THERE ARE SO MANY BUTTONS TO PUSH, AND SO LITTLE TIME.
ALL CONTROL PANELS ARE THE SAME. THE TRICK IS TO FIND THE ONE UNMARKED BUTTON THAT WILL OBLITERATE THE PLANET, THEN NOT PUSH IT.
I BELIEVE THOSE RIGHT HAND BUTTONS ACTIVATE MISSILES AND LASERS
I ONCE PUSHED A BUTTON LIKE THIS AND IT ALMOST BLEW UP OHIO.
MOST UNFORTUNATE
IF YOU PUSH THE BOTTOM LEFT HAND BUTTON, SIX BUTTONS LIGHT UP. PUSH THE TOP FOUR AND A WHITE BUTTON APPEARS.
WHITE BUTTONS ARE THE WORST! DISINTEGRATERS. DISRUPTER BEAMS. NUCLEAR DOORBELLS. SO WHAT'S THIS ONE DO?
AAAAHHHHH
AH, I NOW SEE. THE HOT WATER IS A GOOD THING TO BE IN.
I SUPPOSE SO, AS LONG AS YOU'RE NOT A TEA BAG.
MOO.



THE ADDAMS FAMILY

Greg Khaikin	Slingerlands, NY	Finished
Matthew & Graham Bishop	Etobicoke, ON	Finished
Ethan Kurzweil	Newton, MA	Finished
David Evans	Tacoma, WA	Finished
Grace Takeuchi	Panorama City, CA	Finished
Stuart Paul	Torrance, CA	Finished
Thomas Lipschultz	Mount Penn, PA	Finished
Mike Ihly	Denver, CO	Finished
Brian, Bev, Becky & Doug Valencia	Bay City, MA	Finished

CONTRA III: THE ALIEN WARS

Jacob Koleszar	Garrettsville, OH	Finished
Jonathan Martin	Bloomingdale, OH	Finished
Robin Beers	Saint Thomas, ON	Finished
Bruce & Wayne Moldovan	Houston, TX	Finished
Billy Hampton	Collierville, TN	Finished
Jimmy Prelich	Clifton, NJ	Finished
TJ Johnson	Statesville, NC	Finished
Timothy Murray	Dundee, MI	Finished
Jeff Buzuma	Largo, MD	Finished
William Navarro	Bay Shore, NY	Finished
Bill Reck	Port Richey, FL	Finished
Dock Burroughs	Stoneville, NC	Finished

DR. MARIO

Kurt Chenchick	Newbury Park, CA	1,313,900
Norrie Kuwahara	Long Beach, CA	875,000
Joyce Austin	Latrobe, PA	711,000
Fred Garlington	Aurora, CO	433,400
Gerald Loos	Alhambra, CA	387,500
Verna Osburn	West Sacramento, CA	376,500
Christina Mitchell	Penns Park, PA	339,300
Sandra Butler	Santa Clara, CA	338,100

DRAGON WARRIOR III

Terri Gillette	Albany, OR	Finished
Janice McQueen	Clifton, NJ	Finished
Melvin Portell Jr	Cadet, MO	Finished
Jack Clemento	Philadelphia, PA	Finished
Wes Wills	South Hutchinson, KS	Finished
Mary Roman	Philadelphia, PA	Finished
Barry Weber	Wauwatosa, WI	Finished
Brian Sass	Seven Hills, OH	Finished

FINAL FANTASY II

Dan Macleod	Biddeford, ME	Finished
Jimmy Hook	Bakersfield, CA	Finished
Luke Chidester	Ossian, IN	Finished
Michael Bruno	Marlton, NJ	Finished
Tom Cowart	Rogers, AR	Finished
Frank Stock & Mike Davis	Woodridge, IL	Finished
Peter Laub	Franklinville, NY	Finished
Charles Johnston	Lakeland, FL	Finished

FINAL FANTASY LEGEND II

James Haden	Reisterstown, MD	Finished
Nyima Sorenson	Berkeley, CA	Finished
Shelly Lang	Colmbus, OH	Finished
Marcus Waas	Greenville, MS	Finished

THE FLINTSTONES

Chris Fracci	Welland, ON	Finished
Matt Sampson	Newport, MI	Finished
Mike Weigel	Brookfield, WI	Finished
Noel Schornhorst	Fort Smith, AR	Finished
Stefanie Hoyle & Adam Litwin	Hollywood, FL	Finished
Richard Jensen	West Bountiful, UT	Finished

JOE & MAC

Erik Lunburg	Woodridge, NJ	Finished
Chip Fanning	Milford, MA	Finished
Kimberly Bibbo	West Chester, PA	Finished
Mario Simeone	Levittown, PA	Finished
Eric Pierce	Hackettstown, NJ	Finished
Casey Hilliard	Kenmore, NY	Finished
AJ Maynard	Waverly, OH	Finished
Brian Nelson	Middletown, MD	Finished
John Mayoral	Bolingbrook, IL	Finished
Ryan Amos	Cleveland, OH	Finished

THE LEGEND OF ZELDA A LINK TO THE PAST

Nick Rivich	Hammond, IN	Finished
Pat & Ken Johnson	Lehigh Acres, FL	Finished
Pete Khalil	Highland Heights, OH	Finished
Tony Antonellis	Palm Beach Garden, FL	Finished
Trey Piskorik	Leander, TX	Finished
Ellen Klemczak	El Dorado Hills, CA	Finished
Juan Manuel Pader	San Antonio, TX	Finished
Joseph Shake	Saint Louis, MO	Finished
Harry Pope IV	Vancouver, WA	Finished
Jeremy Waters	Midland City, AL	Finished
John Armbrust	Austin, TX	Finished
Alana Roberts	Brooklyn, NY	Finished

MEGA MAN II

Joshua French	Saint Matthews, SC	Finished
Darlene Rae	Elizabeth, NJ	Finished
Brad Zackton	Nashua, NH	Finished

MEGA MAN IV

Jason & Jarod Steuber	Cleveland, OH	Finished
Jeff Wrigley	Renton, WA	Finished
Richard Eisenberg	Woodcliff Lake, NJ	Finished
Carl Hesser	Jermyn, PA	Finished
Michael Silver	Midlothian, VA	Finished
Randy LaRue	Amarillo, TX	Finished
Kyle Lamsden	Newport News, VA	Finished
Michael Miller	Carmel, IN	Finished
Ely Hsu	Jacksonville, FL	Finished

METROID II: RETURN OF SAMUS

Damon Rolls	Annapolis, MD	Finished
Nathan Noland	Amarillo, TX	Finished
Peter O'Reilly	Gardnerville, NV	Finished
Kyle & Ian Dempsey	Rome, NY	Finished
Mark Sonnabaum	Santee, CA	Finished
Paul Steinman	Westminster, CO	Finished
Todd Huling	Abilene, TX	Finished

THE ROCKETEER

Sam Duncan	New York, NY	Finished
Erin Gray	Fort Worth, TX	Finished
Richard & Randall Cummings	Coos Bay, OR	Finished

SMARTBALL

Cheryl Stovall	Sophia, WV	Finished
Cynthia Leed	Lancaster, PA	Finished
Mac Riddel & Curt Martinson	Andover, MN	Finished

SUPER ADVENTURE ISLAND

Michael Thrash	Fort Worth, TX	Finished
Mitchell Mellenberger	South Wayne, WI	Finished
Charles Moody	Havre, MT	Finished

TETRIS

Cheyenne Ferro	Old Bridge, NJ	607,718
John Powers	Holtwood, PA	566,310
Tom Eagan	Rochester, NY	532,560
Earl Jacquot	Cincinnati, OH	324,668
Carol Borowick	Blanie, MN	319,401
Cecil Rackinberg	Florence, SC	302,524
Douglas Rosenbach	Dundee, IL	235,244
Paul Steinbeck	Grand Island, NE	118,885
Mary Lou DeMille	Peabody, MA	106,529

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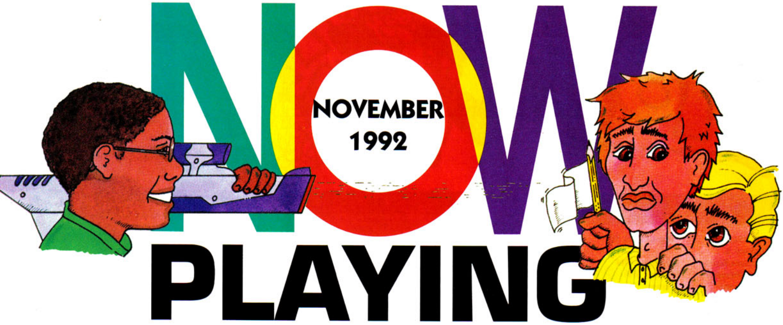
GEORGE, ROB & JADE'S



NOW PLAYING

NOVEMBER 1992

THREE GUYS' OPINIONS ON THE LATEST RELEASES

Guest reviewer Jade Hall joins George and Rob this month for a rundown of recent and near future releases. Jade won the Grand Prize in the Nintendo Power Player's Poll Contest for Volume 36. As part of his prize, Jade and his mother, Raymelle, flew to Nintendo headquarters in Redmond, Washington from their home in Newark, New Jersey so that Jade could meet George and Rob, play the latest games and give us his opinions.

Jade Hall (center) stalks out the latest video game hits with George (left) and Rob (right).

CRASH 'N THE BOYS: STREET CHALLENGE

Crash Cooney and his Southside High team go up against squads from snobbish Spring Hill in an urban version of the summer games.

GEORGE This is a good twist on sports event games like Track & Field. American Technos plans to feature the same characters in other sports games. The next one is Ice Challenge. It should be a lot of fun.

ROB From the title, I thought that the game would be a street battle. It turns out to be a marshmallow Olympics with midgets jumping hurdles. I wouldn't even give it the bronze.

JADE I like the fact that you can buy special sporting goods before you compete in each event.

JOE & MAC

Wacky neanderthal Joe battles dinosaurs, caveman-eating plants and other ancient enemies in five levels of bone-tossing, fire-flinging action from Data East.

GEORGE This game features fun, cartoon-style graphics and a lot of cool enemies. I like it a lot.

ROB This version of Joe & Mac is very true to the Super NES version in graphic style and play control. I like it, but the fact that Mac is completely absent from the game seems to be kind of silly. I think that they should just change the name of the game to "Joe."

JADE I like the caveman settings and the graphics in this game. It's a lot like the Super NES version, but the music is sort of primitive.

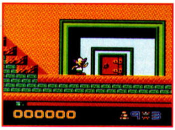
KRUSTY'S FUN HOUSE

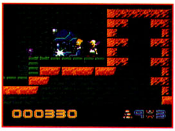
Krusty the Clown's NES puzzle-fest is a faithful translation of his recent Super NES hit. Rats have overrun Krusty's kooky quarters. It's up to you to help him lead the varmints to rat traps by manipulating objects in the house.

GEORGE This version of the game is as close to the Super NES version as the limits of the NES allow. I'd recommend it to anyone who likes brain teasers with a lot of humor.

ROB The Simpsons meet the Lemmings. This game gets low marks for originality because of its similarity to other puzzlers, but it still is fun to play.

JADE You really have to use your head in order to make the rats go where you want them to go. It's not quite what you'd expect from Krusty the Clown, but it is a lot of fun.





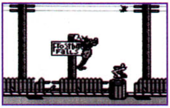
THE ADVENTURES OF ROCKY & BULLWINKLE

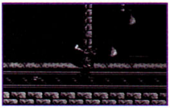
Everyone's favorite squirrel and moose team make their way to Game Boy with this multi-stage adventure. Shifty spies Boris and Natasha have stolen valuable items from the Frostbite Falls Rocky & Bullwinkle Museum. Your job is to lead Rocky and Bullwinkle through the city and return the artifacts to their rightful place.

GEORGE This is a straight-forward running and jumping game. The characters are fun and the story is well written, but it doesn't offer anything new in its basic design.

ROB I'm a huge Rocky & Bullwinkle fan, so you know right off that I'm going to like this game as long as it's true to the characters. It is a fun game, but it's also kind of weak in the area of play control. Bullwinkle attacks enemies with a head butt that is pretty ineffective. You have to be right on with pinpoint accuracy in order to be successful.

JADE I like this game. The graphics are solid and Rocky and Bullwinkle are fun characters.





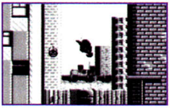
THE AMAZING SPIDER-MAN 2

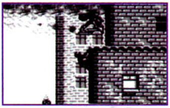
The wall crawler has been framed for robbery. You can help him clear his name by going after the crooks behind the scheme. The game's six levels of villain-crushing action include clashes with Hobgoblin, Carnage, the Lizard and other classic Spider-Man enemies.

GEORGE This game has pretty lousy play control. I spent most of my time trying to figure out how to grab onto walls and shoot webbing. It's not at all intuitive.

ROB Thumbs down. I don't think that the character looks a lot like Spider-Man and it's very difficult to make him do spider-like things. If it's not easy to swing on webbing and stick to walls, then what is the value of having Spider-Man as the hero of the game?

JADE I like the graphics and music. They seem appropriate for Spider-Man. But, I wouldn't play the game for a long time because Spider-Man is very difficult to control.





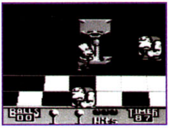
BART VS. THE JUGGERNAUTS

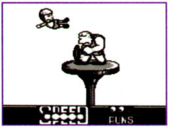
The Juggernauts are in Springfield and Bart Simpson has signed up to be a contestant on their bone-bruising TV show. Help Bart conquer these American Gladiator-esque athletes in eight events. The competitions include Marvin Monroe's Hop and Fry, a Basketball game played on an electrified court, and Captain Lance Murdock's Skateboard Crash and Bash, a skateboard ramp event that ends with a flying leap at a Juggernaut on a raised platform.

GEORGE This is a fun game, but very difficult. It took me a long time to get past the first week of competition. My favorite part of the game is the dialogue. It's as funny as the dialogue in the Simpsons TV show.

ROB The dialogue and story for this game are great and very fitting for the Simpsons, but the events are a little too tough for my taste.

JADE Bart Vs. the Juggernauts is a terrific game. It might be a little too challenging, but the fact that it is a little difficult makes me want to keep on playing.





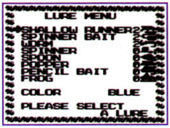
BLACK BASS LURE FISHING

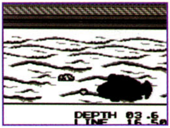
The first fishing game for Game Boy allows you to test the waters of two lakes, choose from a wide array of lures and go after four types of fish. If you show a real talent for the sport, you'll earn a high ranking.

GEORGE Since this game has so many technical fishing terms and features, it seems to be made for real fishing enthusiasts. Casual fishers may be lost in the terminology.

ROB It's hard for me to think that this game is anything like true-to-life fishing. Then again, I have as difficult a time catching fish in this game as I do in real life, so it may be right on the money.

JADE If you like fishing, you'll like Black Bass. This game is almost like the real thing.





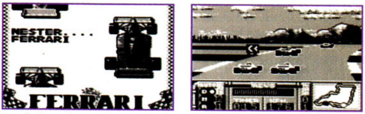
FERRARI GRAND PRIX CHALLENGE

Join Team Ferrari and get ready for a Grand Prix Formula One challenge against eight other racing teams. Special features include a choice between manual and automatic transmission and special tips from your pit crew.

GEORGE There doesn't seem to be much of a sensation of forward movement in this game.

ROB This is just another Formula One racing game for Game Boy.

JADE Ferrari Grand Prix Challenge has pretty decent graphics and is fun to play.



Race for Team Ferrari in Ferrari Grand Prix Challenge from Acclaim.

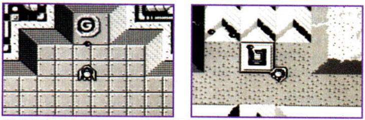
OUT OF GAS

Your space shuttle has run out of gas and the only way to move on is to collect all of the gas in 64 maze-like stages. The stages are very easy to clear at the beginning and become more challenging as the game progresses with the addition of one-way passages and fuel-zapping enemies.

GEORGE Even in the advanced stages, this game doesn't seem to have a lot to it. You simply collect one gas symbol, then move on to the next one.

ROB This game is running on empty.

JADE I think the graphics and control are pretty good for this game, but it's not very exciting to play.



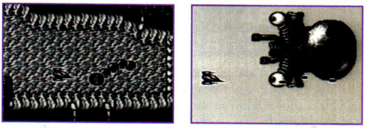
STARHAWK

Fly through five alien-filled worlds and save the universe from domination by the leaders of the evil Axtar Empire. As you pilot the StarHawk fighter through one dangerous situation after the next, you can earn special weapons and add firepower to your fighter.

GEORGE While this game doesn't offer anything new, it is a solid side-view shooter for Game Boy.

ROB This one is a pleasant surprise. It turns out to be a pretty fun sci-fi action game with good control and cool enemies.

JADE StarHawk is an average alien-fighting space game. You fight through a stage, then you battle a big stage leader. It's been done a million times.



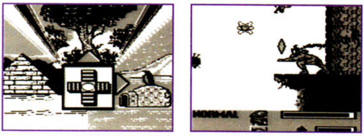
SWAMP THING

Swamp Thing, the defender of the Bio-Sphere, battles the forces of Anton Arcane in this Game Boy thriller and attempts to stop Arcane's plan to release mutation serum into the atmosphere. You can choose to clear the first three stages in any order.

GEORGE I'm getting tired of every video game character saving the environment. It's only a game. I think that we could lighten up a little bit here and go after more interesting villains than greedy industrialists.

ROB Fighting aerosol cans and beach balls just doesn't do it for me.

JADE I like the fact that the Swamp Thing is the protector of the Earth's environment. This game supports that theme with solid graphics and good play control. As far as I'm concerned, it's a winner.



SUPER MARIO LAND 2
6 GOLDEN COINS

This follow–up to the most successful Game Boy game to date concerns a new villain who moved into Mario Land while our hero was busy saving Sarasaland. You've got to help Mario clear the six zones of his land and collect the six golden coins. Then enter Mario Castle and battle the evil Wario.

GEORGE Everything about this game is top notch. The graphics are great, the new enemies are a lot of fun and the different zones each have their own personality.

ROB I like the Bunny suit that Mario finds in this game. I think it's a lot of fun to flap Mario's ears and send him flying over dangerous obstacles.

JADE This game is going to be a big hit. It has a lot of cool levels and surprises.

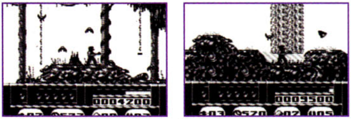
UNIVERSAL SOLDIER

An experimental agency has been turning soldiers into Ultimate Human Fighting Machines in this Game Boy adaptation of the summer movie Universal Soldier. You control man-machine Luc Devreux as he fights through 10 levels of combat action and tries to uncover a plot involving another soldier-turned-robot, Andrew Scott.

GEORGE The main character gets lost in the background a lot in this game because he is so small and his surroundings are so complex. Besides that, it seems to be a pretty average combat game.

ROB This game is great! It has good play control, a decent story and, most of all, great weapons. There's a flame-thrower weapon that you can whip around and use to defeat oncoming enemies and there are several multiple-shot guns that are also effective. When you're playing a game where the object is just to blow everything away, you've got to take a look at how things are being blown away to determine if the game is good and this one passes that test with flying colors.

JADE I think that Universal Soldier has good action and a few cool weapons, but the graphics and sound aren't that great.



Luc Devreux fights off evil forces in Universal Soldier from Accolade.

BATTLE CLASH

Huge Standing Tanks (or STs) rule over the world in this 21st Century Super Scope shooter. As hero Mike Anderson, you control the ST Falcon. Your mission is to defeat the eight chiefs of the world in one-on-one battles so that you can take on their leader, Anubis, and free the world of his tyrannical reign. Victory will require a steady hand and knowledge of the enemy's weak point. There are three levels of difficulty to challenge your sharpshooting skills.

GEORGE This is the second Super Scope Game Pak and the first to use the Scope's Turbo function. The game is a lot of fun, but it may not prove to be very in-depth after several playing sessions.

ROB The enemies are very cool in this game. It's a real challenge to figure out how to beat them, especially in the highest level of difficulty. While the game is not very deep, there are a few hidden secrets that should prove to be fun to figure out.

JADE Battle Clash is pretty easy to clear in the lowest level of difficulty, but it gets very challenging after that. I like the huge Standing Tanks and the great sound effects.

PLAYER
ENEMY
0'43"50
GARAN
PLAYER
ENEMY
1'11"46
IVAN

Set your sights on an army of Standing Tanks in the latest Super Scope shooter, Battle Clash, from Nintendo. Nine furious fights take you around the globe to one devastated cityscape after another.

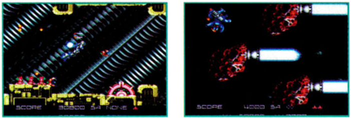
BLAZEON

An army of Bio-Cyborgs is converging on Planet Earth. As a representative of the Imperial Earth Army, you must pilot the TFF-01 Garland ship through five alien-filled stages and pull the plug on the Bio-Cyborgs' scheme. If you freeze the cyborgs with Tranquilander Shots, you can transform into the cyborgs and continue your adventure undercover.

GEORGE While I like the idea of being able to turn into seven different Bio-Cyborgs, the game is an average side-scroller with very little else to recommend in it.

ROB The one thing that gives this space-shooter some originality is the fact that you can assume control of the Bio-Cyborgs. Otherwise, it's more of the same.

JADE The graphics, music and basic idea for this game are OK, but nothing special.



Join the battle of the Bio-Cyborgs in Blazeon from Atlus.

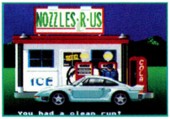
THE DUEL: TEST DRIVE 2

Put yourself in the driver's seat of a Porche 959, Ferrari F40 or Lamborghini Diablo and take off for a cross-country race against an equally speedy sports car. There are four courses of varying difficulty and four difficulty settings.

GEORGE This is a well-executed game. It gives a sense of driving realism.

ROB I like the realism of this game, but it doesn't seem to be much of a challenge. I stayed ahead of my opponent during the entire race in the lowest two levels of difficulty on my first try.

JADE I like the view from the driver's seat and the fact that you can see the steering wheel and dashboard. Otherwise, the game is pretty average.



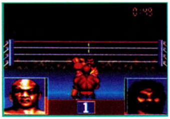
GEORGE FOREMAN'S KO BOXING

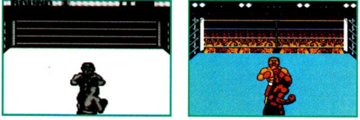
George Foreman's return to the ring has inspired this boxing battle from Acclaim. Guide George through bouts with 15 fictional fighters including speedy Lorenzo "Bullet" Luciano, powerful "Earthquake" Harley and unpredictable "Crazy" Miguel Valdez. By demonstrating punching prowess, you'll earn superpunches that will send your opponents spinning. The Super NES version includes digitized graphics and voices. Game Boy and NES versions are also on the way.

GEORGE This game is very similar in set-up to Punch-Out!! for the NES. The opponents are more realistic in this game, though, and you can challenge a friend in the Super NES and NES versions.

ROB I'd have liked this game a lot more if there was a burger-eating bonus round. As it is, the game doesn't really seem to capitalize on George Foreman's personality.

JADE The sound effects and graphics are great, but the game gets kind of old after awhile. There's only so much that you can do in such a straight-forward game.





NES and Game Boy versions of George Foreman's KO Boxing are due out soon.

PHALANX

The Battle Fortress Midas has been taken over by an alien force. You must pilot the A-144 Phalanx Fighter through eight stages of robot-wrecking action to save the day.

GEORGE This is an above average space-shooter. The graphics are great and the settings are very inventive. If I had to choose between this game and other recent space-shooters, though, I'd probably pick Axelay and Space Mega Force before it.

ROB If this game was the only Super NES shooter, I would think that it was pretty cool. But, since there are so many other games of its type, it just seems to be an also ran.

JADE This game reminds me a lot of Super R-Type. I like the fast pace and the wild enemies.

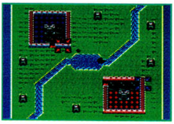
RAMPART

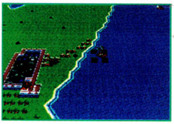
The walls come tumbling down in this Super NES translation of the arcade and NES hit Rampart. Two players control opposing kingdoms and aim their cannons on each other's castle walls. After the damage is done, the players have a chance to rebuild their walls with odd-shaped wall segments. The single player game features battle with opposing ships and a unique slanted perspective.

GEORGE I've liked Rampart since it was in the arcades. I think that it's a great combination of action and strategy games. The new perspective in the one-player game adds some excitement to this traditionally less exciting playing mode. I also like the new items, like Super Guns and Propaganda Balloons.

ROB Rampart is a fun game, but I don't see much of an improvement in this version over the NES version, especially in the two-player game.

JADE This game is difficult to figure out when you start playing, but it's a lot of fun when you get the hang of it. I'd continue to play it for a long time.





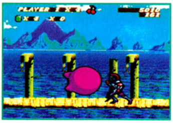
SKULJAGGER

Storm Jaxon fights through seven long chapters of swashbuckling action in this battle over the forces of the pirate Skuljagger. Storm is armed with a sword and he can find special weapons in the form of gum balls. Assorted flavors of gum afford him special abilities. The game comes with a long manual which tells Storm's tale with a long and involved story which includes special playing tips.

GEORGE This game is quite a surprise. At first, I thought the gum idea was kind of silly and not very fitting to the theme of the game. Then, I got used to it and had a lot of fun with the great story and cool graphics.

ROB I think that it's a great idea to have a game manual that goes into so much detail in telling the story. No matter how good the graphics can be, the best way to visualize a story is in your mind and the manual lets you do that. Also, pirates are just plain cool. I like the game a lot, but found it difficult to play while wearing an eye patch.

JADE I like the pirate setting of this game. It has very convincing backgrounds and good character animation.



SUPER STAR WARS

The Super NES adaptation of this classic movie (now celebrating its 15th anniversary) follows the story almost scene by scene with incredible graphics and sound. Join Luke, Han and Chewbacca as they take off in the Millennium Falcon to save Princess Leia and destroy the ominous Death Star.

GEORGE Star Wars fans are going to love this game. It's a perfect mixture of the movie story with video game action. Several of the villains in the game aren't in the movie. They add a lot of excitement and challenge to the game.

ROB This game should serve as a blueprint for how to make a video game out of a movie. The characters and settings appear very much like they do in the movie. The music is also outstanding.

JADE Super Star Wars is very cool. The music and graphics are among the best I've seen.

The opinions of Rob, George & Jade do not reflect the opinions of Nintendo Power Magazine or Nintendo of America Inc.

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
CRASH 'N THE BOYS: STREET CHALLENGE	AM TECHNOS	4P-A/2P-S	3.2	2.8	3.2	3.4	SPORTS
DRAGON WARRIOR IV	ENIX	1P/BATT	2.9	3.3	3.5	3.4	ROLE PLAYING
GEORGE FOREMAN'S KO BOXING	ACCLAIM	2P-S/PASS	3.0	2.9	2.8	3.0	BOXING
JOE & MAC	DATA EAST	2P-A	3.3	3.1	3.3	3.5	COMIC ACTION
KRUSTY'S FUN HOUSE	ACCLAIM	1P/PASS	3.3	3.4	3.4	3.4	PUZZLE ACTION
MEGA MAN	CAPCOM	1P	4.0	4.2	4.2	4.0	COMIC ACTION

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
THE ADVENTURES OF ROCKY & BULLWINKLE	T*HQ	1P	3.4	2.6	2.9	3.1	COMIC ACTION
THE AMAZING SPIDER-MAN 2	LJN	1P	3.0	2.2	2.9	3.0	COMIC BOOK ACTION
BART VS. THE JUGGERNAUTS	ACCLAIM	1P	3.3	3.1	3.4	3.6	COMIC SPORTS
BLACK BASS LURE FISHING	HOT-B	1P/PASS	2.7	3.0	3.1	3.2	FISHING
FERRARI GRAND PRIX CHALLENGE	ACCLAIM	1P/PASS	3.1	3.2	2.7	2.8	RACING
THE FLINTSTONES	TAITO	1P	3.7	3.7	3.4	3.7	COMIC ACTION
GEORGE FOREMAN'S KO BOXING	ACCLAIM	1P/PASS	2.7	3.2	2.9	3.1	BOXING
OUT OF GAS	FCI	1P/PASS	3.0	3.5	2,5	2.8	PUZZLE ACTION
STARHAWK	ACCOLADE	1P/PASS	3.1	3.1	2.8	2.6	SCI-FI ACTION
SWAMP THING	T*HQ	1P	2.8	2.3	2.4	2.5	SCI-FI ACTION
SUPER MARIO LAND 2	NINTENDO	1P/BATT	3.8	3.5	3.5	4.0	COMIC ADVENTURE
TRACK & FIELD	KONAMI	2P-S	3.5	3.6	3.6	3.6	SPORTS
UNIVERSAL SOLDIER	ACCOLADE	1P/PASS	3.0	3.1	3.0	3.1	SCI-FI ACTION
WWF SUPERSTARS 2	LJN	2P-S	3.3	3.5	3.3	3.3	WRESTLING
WORLD BEACH VOLLEY	TAITO	2P-S/PASS	2.9	3.4	3.2	3.1	VOLLEYBALL

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
AXELAY	KONAMI	1P	4.1	3.8	3.4	3.6	SCI-FI ACTION
BATTLE CLASH	NINTENDO	2P-A	3.9	3.9	3.6	3.7	SUPER SCOPE ACTION
BLAZEON	ATLUS	1P	3.2	3.3	3.2	3.1	SCI-FI ACTION
THE DUEL: TEST DRIVE 2	ACCOLADE	1P	3.4	3.3	3.2	3.3	RACING
FACEBALL 2000	BPS	2P-S	3.4	3.8	3.3	3.7	FUTURISTIC BATTLE
FINAL FANTASY: MYSTIC QUEST	SQUARE	1P/BATT	3.8	3.8	3.5	3.8	ROLE PLAYING
GEORGE FOREMAN'S KO BOXING	ACCLAIM	2P-S/PASS	3.4	3.0	3.1	3.3	BOXING
PHALANX	KEMCO	1P	3.5	3.7	3.3	3.2	SCI-FI ACTION
RAMPART	ELECTRONIC ARTS	2P-S/PASS	3.1	3.6	3.6	3.8	ACTION STRATEGY
SKULJAGGER	AMERICAN SOFTWORKS	2P-A/PASS	3.5	3.0	3.4	3.6	PIRATE ACTION
SPACE MEGAFORCE	TOHO	1P	3.8	3.9	3.7	3.3	SCI-FI ACTION
SUPER STAR WARS	JVC	1P	4.5	3.7	4.1	4.3	SCI-FI ACTION

CHART KEY

You can get the most out of your game chart by understanding the catagories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
D = THEME AND FUN

NINTENDO POWER

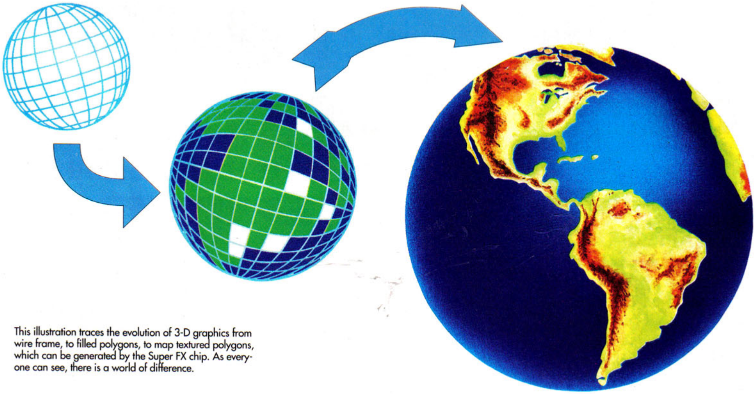
A LOOK INTO THE GAMES OF THE FUTURE

PAK WATCH

UNDER CONSTRUCTION

NINTENDO'S CUTTING EDGE

Nintendo has announced two major innovations for 1993 that will change the video game industry forever. The first to appear (this Winter) is the Super FX chip. This powerful graphics processor will be used inside some Game Paks to allow for unprecedented 3-D perspective effects. One result will be games in which you can move about freely in a real time 3-D universe. Nintendo also announced that its CD-ROM accessory for the Super NES will incorporate a custom 32-bit co-processor rather than 16-bit. It was the feeling at Nintendo that a 16-bit CD-ROM product would not significantly improve the gaming experience and that a quantum leap forward was necessary. What this means is that the Super NES/CD-ROM combination will make possible games far in advance of what is possible with 16-bit cartridge games. The release date of the CD-ROM will be dependent upon the availability of quality software, but may occur as early as next August.



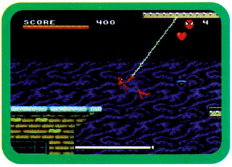
This illustration traces the evolution of 3-D graphics from wire frame, to filled polygons, to map textured polygons, which can be generated by the Super FX chip. As everyone can see, there is a world of difference.

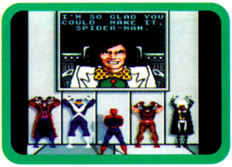
UNDER CONSTRUCTION

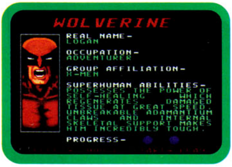
SPIDER-MAN AND THE X-MEN

ACCLAIM

Our first peak at this Acclaim action game came last January at CES. What we saw then was a few screens of impressive looking graphics. Now, Spider-Man and the X-Men are about to be unveiled in their debut on the Super NES, and not only does the game look good, it sounds fantastic. The development team at Software Creations composed a rock sound track that may be the most impressive original Super NES music to date. In the game play, you get to control all five super heroes, each with his or her own fantastic abilities. In the opinion of this Pak Watcher, earlier Spider-Man games had some awkward control moves, especially when it came to shooting webs at 45° angles and climbing walls. The extra buttons on the Super NES Control Pad make this Spider-Man much easier to control. Back to the game. Each of the X-Men must escape from a Horror World like the giant toy box from which Wolverine must claw his way out. His claws, by the way, are retractable. Arch-enemy Arcade is responsible for the bedlam. Once you get past the slow first stage, the action starts cooking and doesn't stop.




I'M SO GLAD YOU COULD MAKE IT, SPIDER-MAN.


WOLVERINE

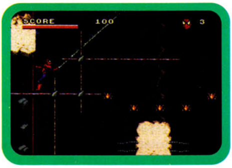
REAL NAME-
LOGAN

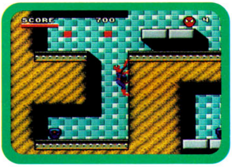
OCCUPATION-
ADVENTURER

GROUP AFFILIATION-
X-MEN

SUPERHUMAN ABILITIES-
POSSESSES THE POWER OF SELF-HEALING WHICH REGENERATES DAMAGED TISSUE AT GREAT SPEED. UNBREAKABLE ADAMANTIUM CLAWS AND INTERNAL SKELETAL SUPPORT MAKES HIM INCREDIBLY TOUGH.

PROGRESS-



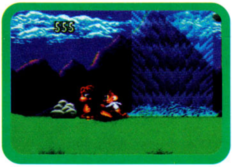


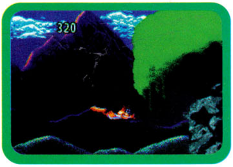
UNDER CONSTRUCTION

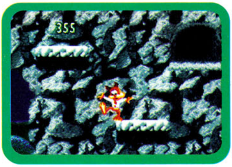
BUBSY

ACCOLADE

The full name for Accolade's upcoming cartoon action game is Bubsy: Claws Encounters of the Furry Kind. That is only the first of a million puns and gags that make this game such a riot. Although Bubsy, a cool bobcat who hates hair balls, isn't a household name yet, he may soon become one. Faster than a spiked rodent, more animated than a beeping bird, and twice as outrageous as toads with an attitude—that's how Accolade describes Bubsy. This Pak Watcher is here to tell you that they're right. The Bubsy animation is hilarious and includes 18 different ways that Bubsy can bite the big one, from falling to pieces to getting flattened by a giant cheese wheel. But animation is just the icing on the cake. The play control on the early version was excellent, and the speed was fast. Each area has multiple tracks, meaning you don't have to take just one route. There are hidden warps, places where Bubsy can fly, wild rides on water slides and roller coasters and an ever changing cast of enemies. What else is there? How about a talking Bobcat. Yep, Bubsy will have a digitized voice and a bag full of one-liners. You supply the cat calls. Bubsy will have 16 stages in all, each averaging about four screens tall and ten screens wide, although the largest area is said to be 8 x 22 screens. The pictures shown here use a 64 color palette, but the final version will make use of the Super NES's 256 color palette. Bubsy is still very much in the works, so don't expect to see him catting around until next Spring.







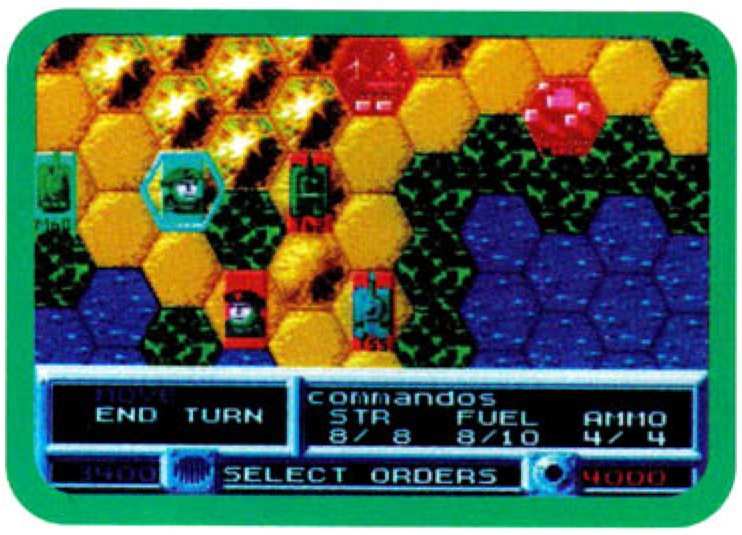
UNDER CONSTRUCTION

SUPER CONFLICT

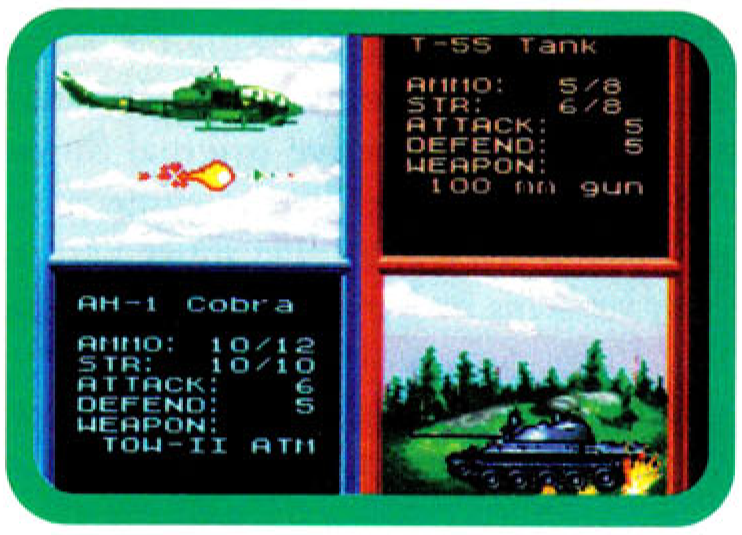
VIC TOKAI

The original Conflict from Vic Tokai introduced NES players to military strategy. Super Conflict, due out this winter, will take strategy fans even further. One or two players command forces in 55 increasingly difficult scenarios. Combat units (of which there are 24 types including air, land and sea) are moved over a hex grid map of seven terrain types. Combat animation sequences show the results of the conflict, but also allow you to override automatic weapon choices manually. You can zoom out to view the entire theater of war, or zoom in to command individual units. As the game becomes more complex you'll have to produce new military units to resupply your forces in the field. If you always wanted to be the Commander-In-Chief, this may be the only way to do it without getting elected first.

VIC TOKAI
PRESENTS
SUPER
CONFLICT
THE MIDEAST



commandos
STR 8/ 8
FUEL 8/10
AMMO 4/ 4


T-55 Tank

AMMO: 5/8
STR: 6/8
ATTACK: 5
DEFEND: 5
WEAPON:
100 mm gun

AH-1 Cobra

AMMO: 10/12
STR: 10/10
ATTACK: 6
DEFEND: 5
WEAPON:
TOW-II ATM

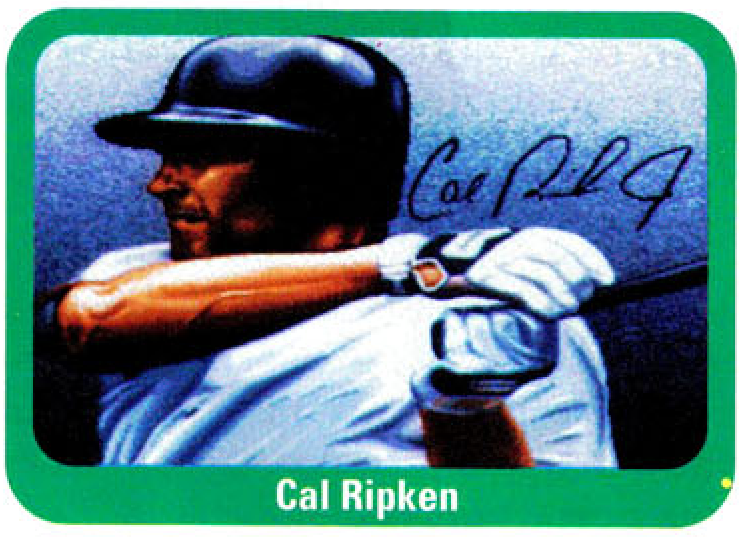
UNDER CONSTRUCTION

CAL RIPKEN JR.

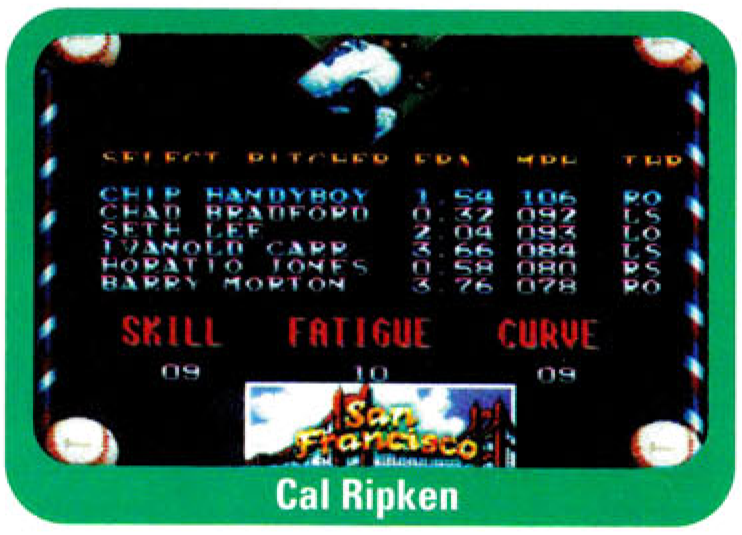
MINDSCAPE

As soon as Cal Ripken Jr. Baseball arrived from Mindscape, your fanatical Pak Watchers chose teams and went head-to-head for some of the best baseball action yet seen on the Super NES. What stands out is the realism, both in the look and feel. You won't find those stubby players that are so popular in Japanese Paks like Extra Innings, or reversed controls as in Super Bases Loaded. The options included Player vs. Computer, Player vs. Player, or Two Players vs. Computer. The League option allows you to play an entire season and a password lets you continue the schedule. A Roster option lets you examine the players' stats before choosing a team—a great idea. If development goes smoothly, this game should be ready for release early next year.

In other news from Mindscape, Terminator for the NES includes side-scrolling action as well as overhead chase scenes. This game is based on the original movie. As of this writing, Wing Commander was still undergoing development. Look for an update next month. Speedball and Xenon II, both mentioned in an earlier Pak Watch, will be coming out around the end of the year and will provide Game Boy players with lots of fast and futuristic action. Gods, also a transatlantic newcomer, should appear about the same time.



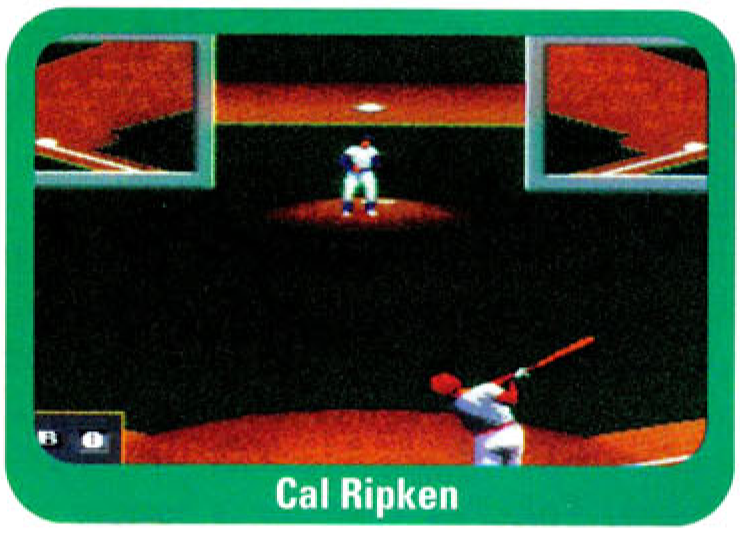
Cal Ripken



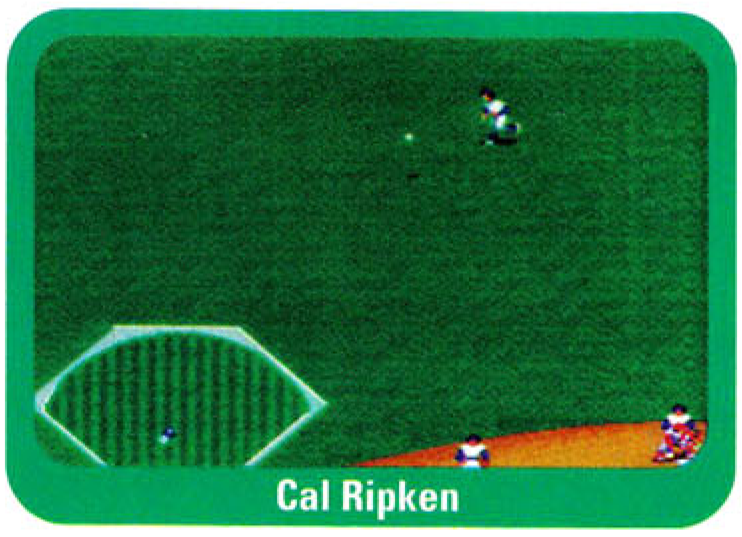
SELECT PITCHER	ERA	MPH	THR
CHIP HANDYBOY	1.54	106	RO
CHAD BRADFORD	0.32	092	LS
SETH LEE	2.04	093	LO
IVANOLD CARR	3.66	084	LS
HORATIO JONES	0.58	080	RS
BARRY MORTON	3.76	078	RO

SKILL 09
FATIGUE 10
CURVE 09

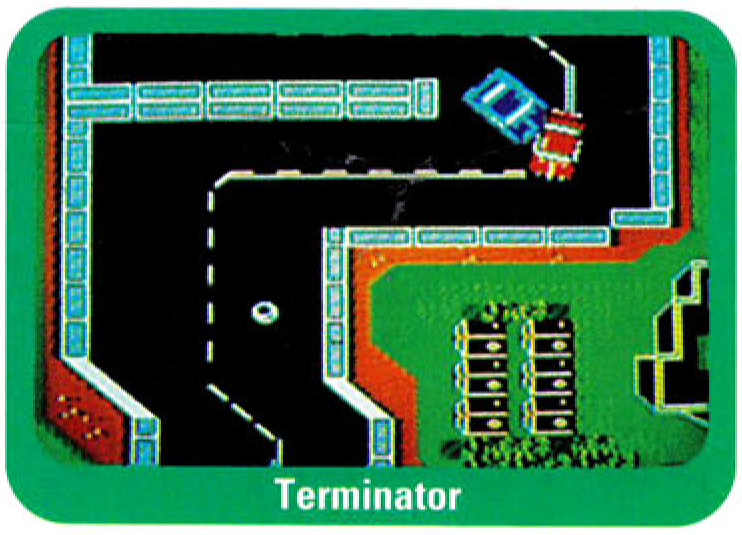
Cal Ripken



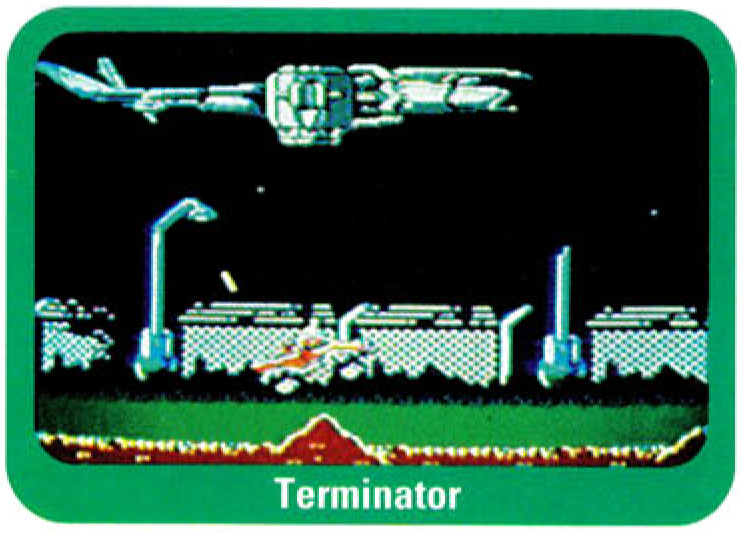
Cal Ripken



Cal Ripken



Terminator



Terminator

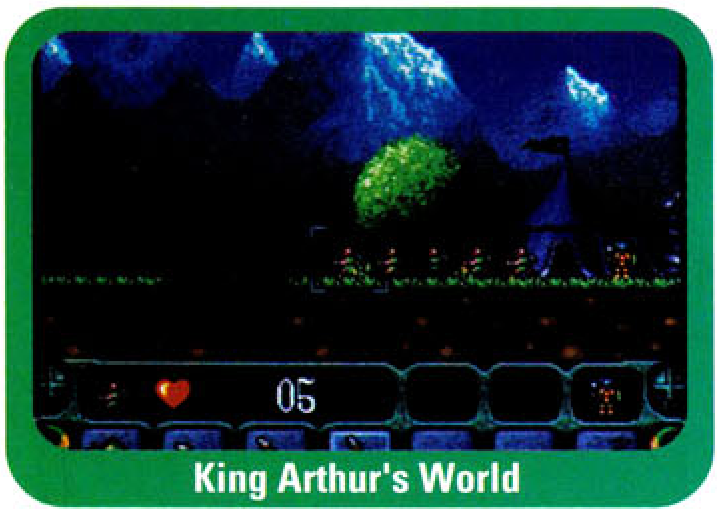
UNDER CONSTRUCTION

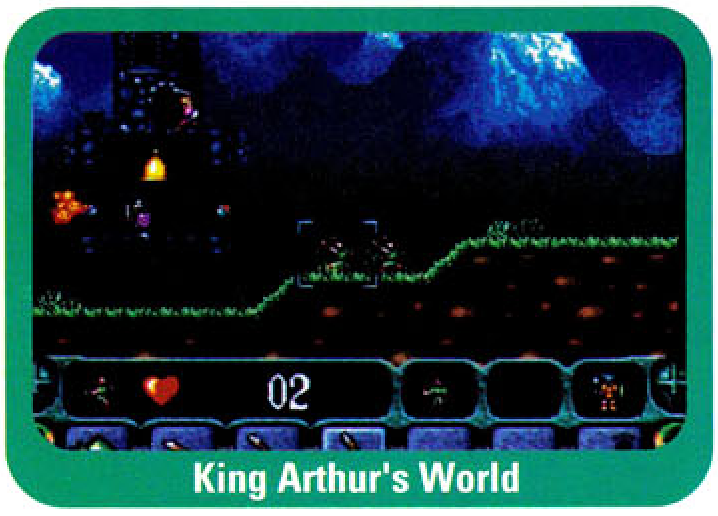
JALECO'S KINGDOM II

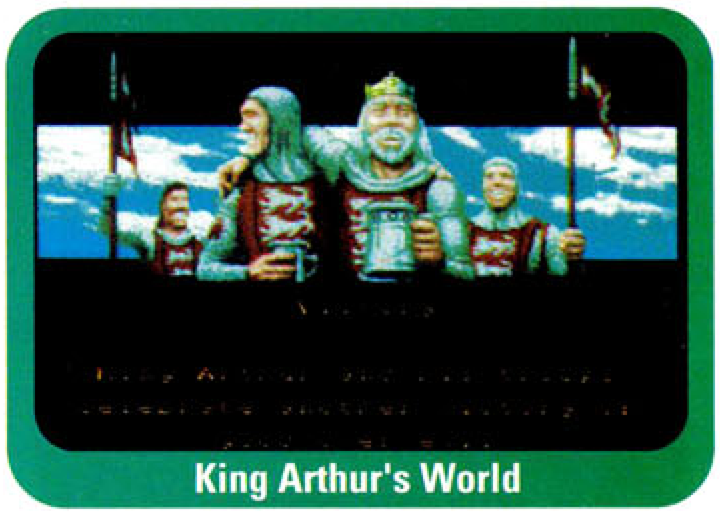
Here's a more in-depth look at some upcoming titles mentioned in Pak Watch last month.This innovative Super NES game from Jaleco was developed by Argonaut Software in Great Britain, and although it is called King Arthur's World, it doesn't really have anything to do with the once and future king. What this game is about is strategy. You have specialty troops that must overcome obstacles, much like the different skills in Lemmings. There are four worlds, each with ever-more elaborate defenses, and multiple stages within each world. The game is compatible with the Super NES Mouse (a nice touch) and is the first game to have Dolby Surround Sound (great if your system is hooked up to your stereo.)

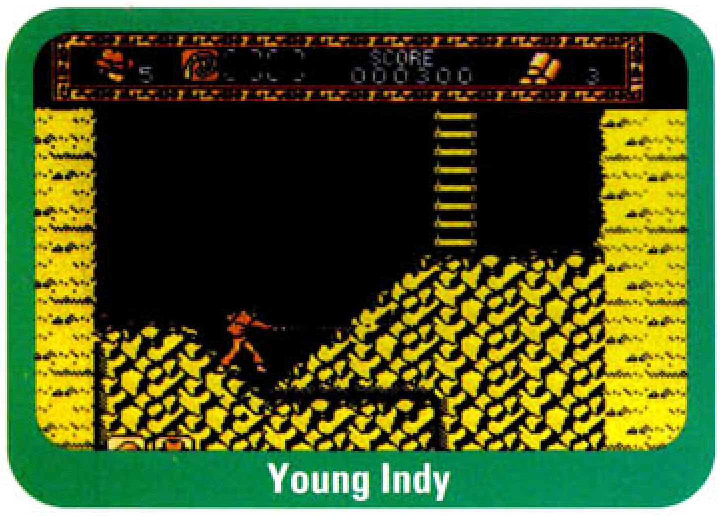
Although it has been said that an action-packed show like The Young Indiana Jones Chronicles is ideal for a video game, unfortunately this isn't an ideal video game. The cinema scenes captured the TV series' feeling of history, but the action sequences missed the excitement. Blocky graphics and repetitious stages left this Pak Watcher wondering when Indy (young or old) would get the treatment he deserves in a video game.

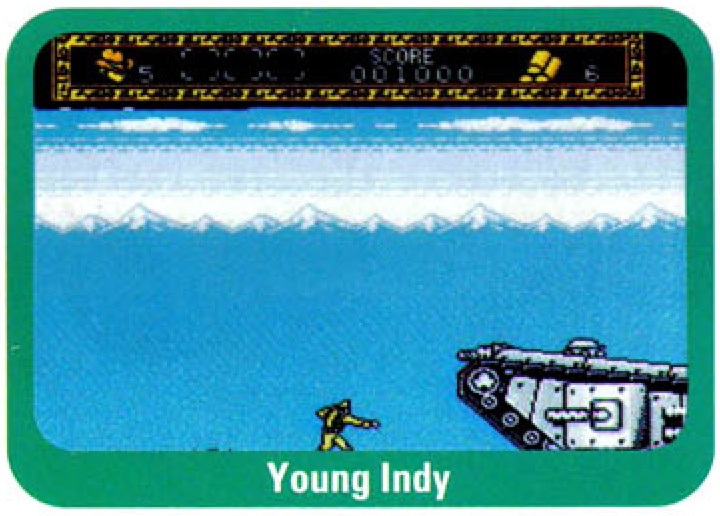
Jaleco is also coming out with a Game Boy version of Rampart. The castle campaign takes place on land this time, with siege towers and knights as the attacking forces. Special options, like choosing to use simple building blocks with fewer cannons, make for interesting variations. All three of these games should be available early next year.


King Arthur's World


King Arthur's World


King Arthur's World


Young Indy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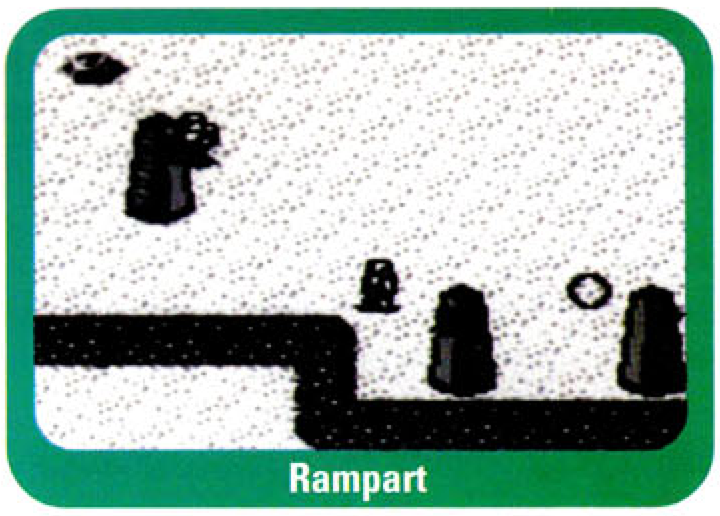
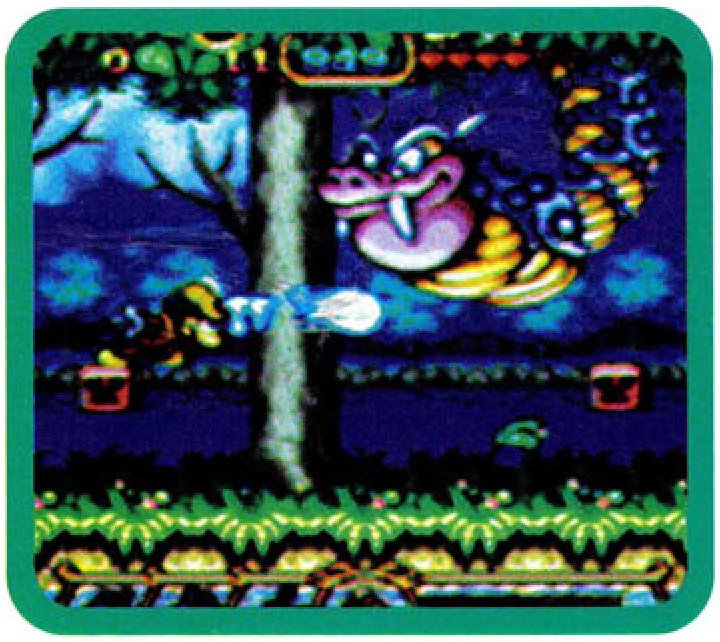

Rampart

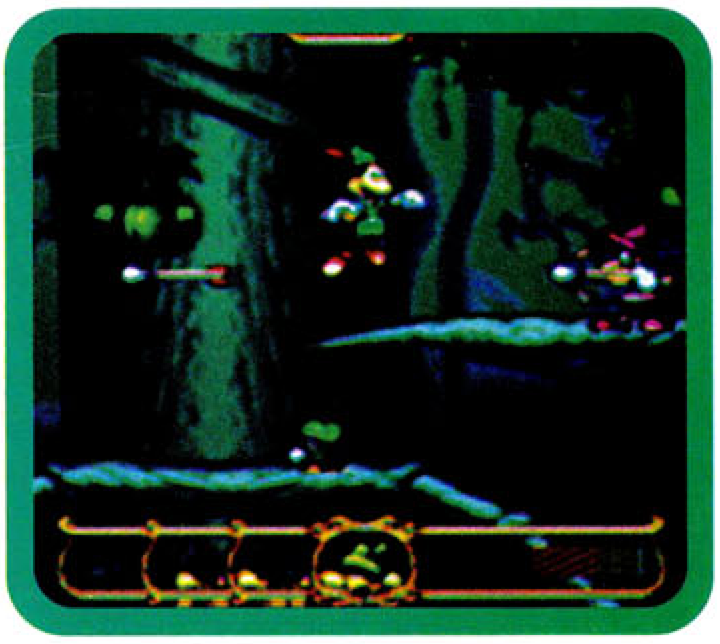
UNDER CONSTRUCTION

MAGICAL QUEST

CAPCOM

So, what's on the horizon other than staggering new technologies? How about the most famous rodent in history! Capcom has created the sort of backgrounds for Magical Quest Starring Mickey Mouse that you might expect in a Disney animated feature film. As Mickey progresses through seven stages, he can take on new powers by changing to an appropriate costume. The action of the early version this Pak Watcher played was non-stop hopping and stomping with the sort of quality action control you expect from Capcom. From the Dark Forest to Pete's Castle, this Super NES Pak looks like a class act all the way. You should be able to check it out by December or January.



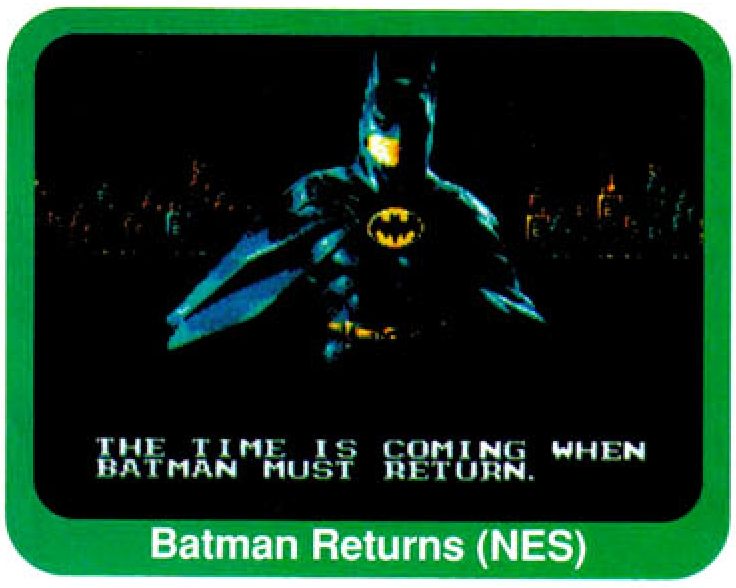


BLAST OFF

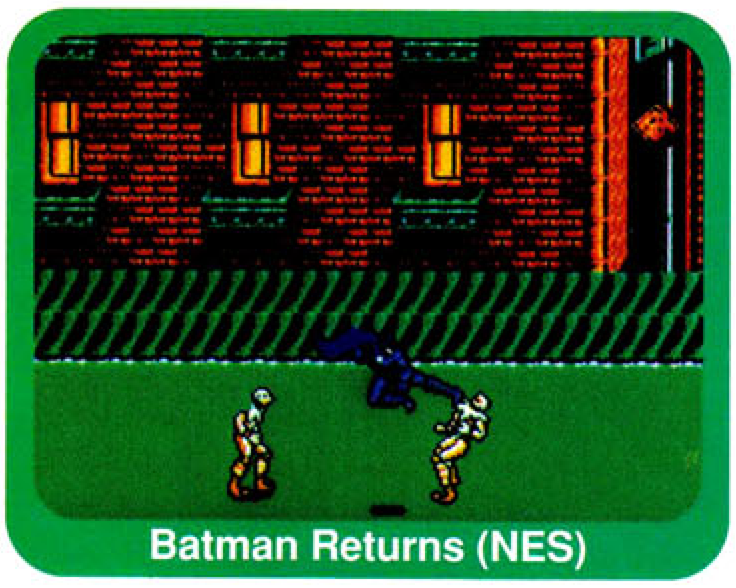
BATMAN RETURNS

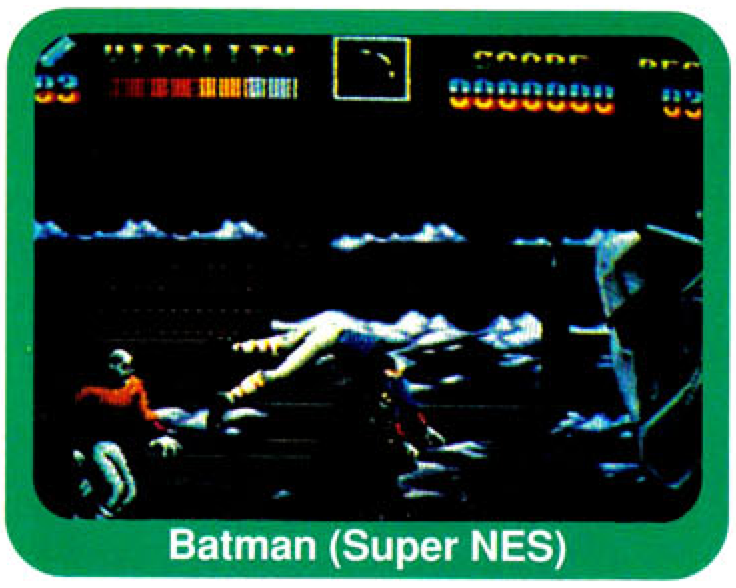
KONAMI

Batman Returns for the NES has solid, arcade action. Although not created by the same team that brought you T.M.N.T, Batman Returns shares many characteristics of that other super hero series. The cinema scenes are impressive, but short. Batman can use the Batarang and Bathook, plus he has some special moves, like a flying kick that was directly borrowed from the Turtles. Even the music sounds Turtlesque. Both Batman fans and Turtle maniacs should have fun with this Pak. As for the long awaited Super NES version, Konami sent us a screen shot to whet our appetites, but they said the game won't be out until next year. We'll update you as soon as we get a demo version of the game.


THE TIME IS COMING WHEN BATMAN MUST RETURN.

Batman Returns (NES)


Batman Returns (NES)



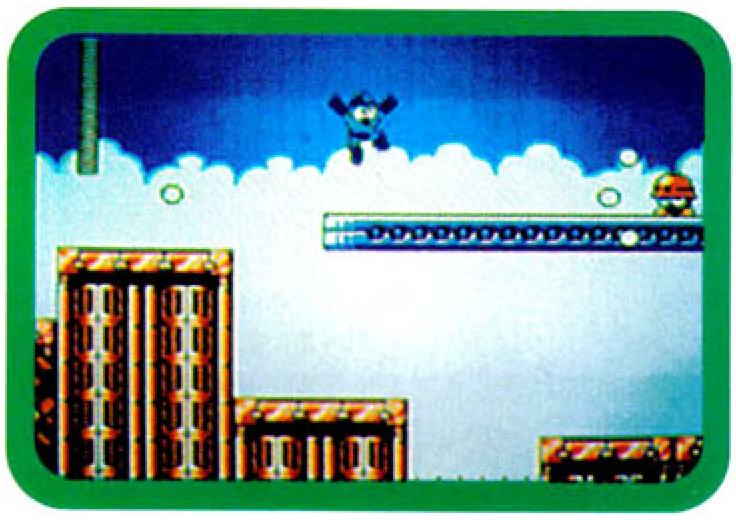
Batman (Super NES)

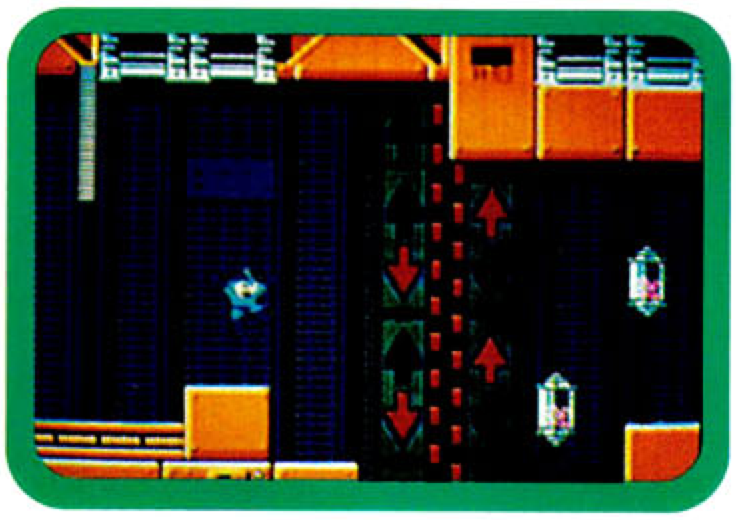
BLAST OFF

MEGA MAN V

CAPCOM

The world's favorite metal hero is back to face another band of robotic bad guys including Gyro Man, Napalm Man and Charge Man, who looks like a locomotive. Expect great control in the latest reincarnation of this NES action series from Capcom. Mega Man must defeat the robo masters to obtain wild weapons that will knock out the remaining foes.





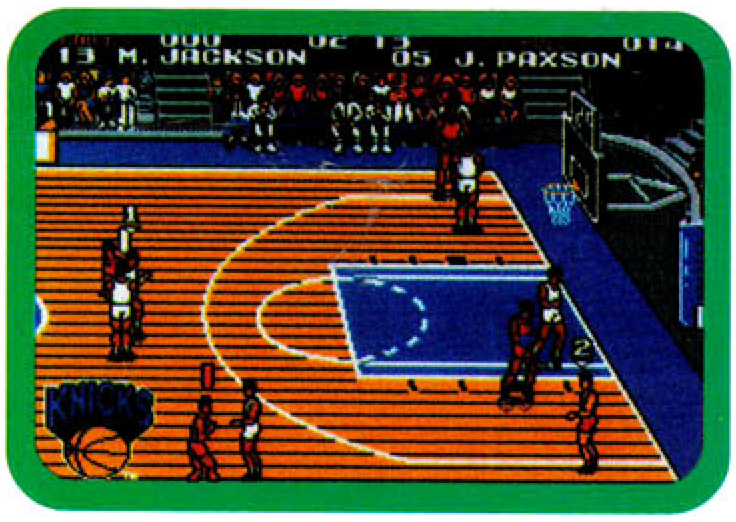
UNDER CONSTRUCTION

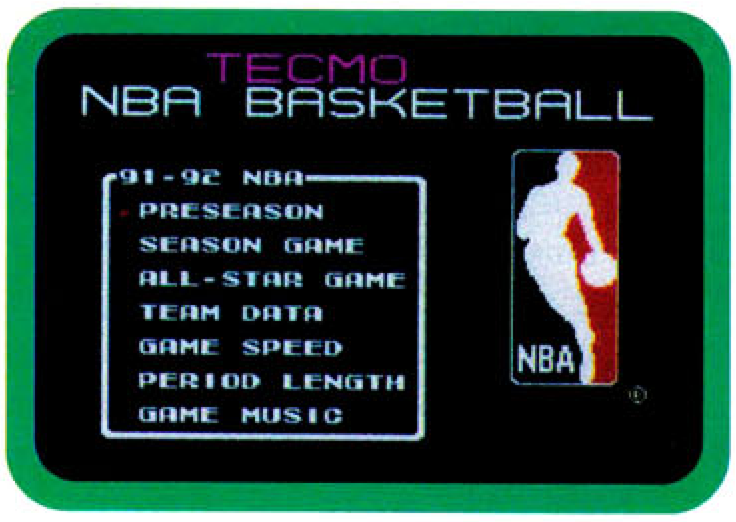
NBA BASKETBALL

TECMO

Tecmo's latest sports game for the NES, NBA Basketball, borrows from the highly successful Tecmo Super Bowl, and comes up a winner once again. The NBA license means that Tecmo has all the NBA team logos, and the team rosters, as well, so you can play with your favorite team and players. The options are too numerous to catalog, but you can play entire seasons, short seasons, play-offs or pre-season games using Manual, Computer or Coach options. Controlling the action on the court is easy to learn and fast-paced. Although the players tend to blink when they're bunched together, overall the graphics are solid, especially the close-ups of dunks.

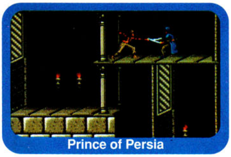
A Super NES version of this game is also under development. An early version seen by this Pak Watcher had virtually identical options to the NES game, but of course the graphics and sound were considerably better. Look for the NES version by the end of this year, and the Super NES game during the Winter.

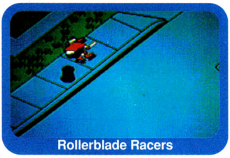


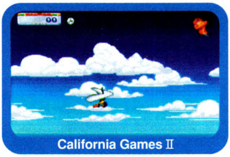


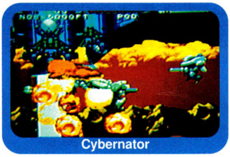
GOSSIP GALORE

Right now there are so many strong titles on the way that it's impossible to mention them all. Here's a quick look at some of the hottest future games. Pro Quarterback is the first Super NES game from Tradewest's in-house development group, Leland Corp. It's a quick and easy game to learn with an emphasis on the passing game. Tradewest continues to work with RARE in Great Britain on Super Battletoads and a second Battletoads for Game Boy. They're also putting together a great looking arcade game for the Toads. Data East is bringing out a Super NES version of the classic Dragon's Lair. This version features Dirk the Daring in a sword action game with terrific animation. A whole new adventure with stunning Super NES graphics awaits Prince of Persia fans thanks to Konami. DTMC's California Games II for the Super NES combines five sun-and-fun sports, including hang gliding and body surfing. A challenging Super NES game due out soon is Shanghai II from Activision, in which you must match picture tiles to reduce a stack. Jeopardy for the Super NES has Alex Trebek speaking with digital clarity. Cybernator, a Super NES robotic action game from Konami, looks like a blast, and that's exactly what you do in it. Hi-Tech Expressions will be introducing Mickey Mouse in an educational game for pre-schoolers on the NES. Mickey's Safari In Letterland teaches the alphabet as Mickey moves from world to world. We just got a glimpse of Rollerblade Racers from Hi-Tech for the NES. This is an obstacle course game that may be as tough as the real sport of in-line skating.

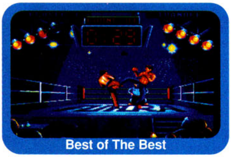

Prince of Persia

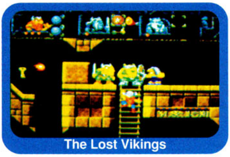

Rollerblade Racers


California Games II


Cybernator

Toughness is what it'll take when playing Best of the Best Championship Karate from Electro Brain. Three versions of this martial arts tournament title will be released by the end of the year. The Super NES version has some great graphics and an option that lets you customize the ultimate fighter. The Lost Vikings from Interplay has some revamped heroes. Each of the three Norsemen now has his own personality. More on this Pak later. And finally, look for the Battletoads on your TV the day after Thanksgiving in a 30 minute animated special from DIC. Check your local listings for time and station.


Best of The Best


The Lost Vikings

FUTURE GAMES
FOR THE

NES

Batman Returns
Best of the Best
Crash Dummies
F-117A Stealth Fighter
Mega Man V
Rocky & Bullwinkle
Rollerblade Racers
Tecmo NBA Basketball
Terminator
Young Indy Chronicles

SUPER NES

Amazing Tennis
Batman Returns
Best of the Best
Bubsy
Cal Ripken Jr. Baseball
California Games II
Chuck Rock
Cybernator
Dragon's Lair
Equinox
Family Dog
Gods
King Arthur's World
The Lost Vikings
Magical Quest Starring Mickey Mouse
Prince of Persia
Rocky & Bullwinkle
Shanghai II
Spider-Man & the X-Men
Super Conflict
Super Jeopardy
Ultrabots
Utopia
Wing Commander

GAME BOY

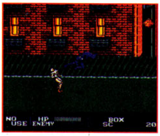
Battleship
Best of the Best
Looney Tunes
M.C. Kids
Rampart
Speedball 2
Xenon II

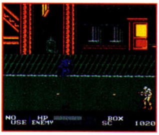
NEXT ISSUE

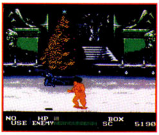
COMING NEXT MONTH IN VOLUME 43

BATMAN RETURNS

Recently, Batman released Gotham City from the clutches of the Joker. Now, lurking in the city sewer system, Penguin awaits the time when he will face off with Konami's Batman.



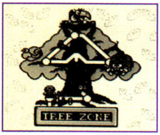


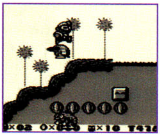


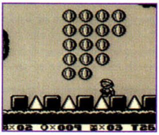
SUPER MARIO LAND 2

6 GOLDEN COINS

The mighty Wario has taken over Mario's new digs. Next issue, we'll show you where to find the Six Golden Coins so you can help Mario conquer this odd antagonist.



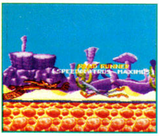


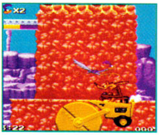


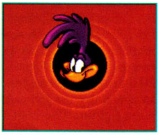
ROAD RUNNER'S

DEATH VALLEY RALLY

Sunsoft accurately captured all of the elements which make watching the Road Runner and Wile E. Coyote fun and has translated them into video game form! Incredible graphics!



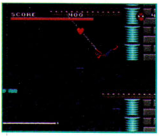


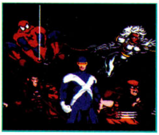


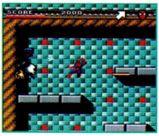
SPIDER-MAN and the X-MEN in

ARCADE'S REVENGE

Acclaim is sending Spidey, along with Wolverine, Cyclops, Storm and Gambit, to put the lid on Arcade. As a team, using their superhuman abilities, they just might pull it off!







BACK ISSUES

These Nintendo Power back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 30 (Nov. '91): **Final Fantasy II, Tom & Jerry, Where In Time Is Carmen Sandiego?, Flintstones, Ultimate Air Combat.**
Volume 31 (Dec. '91): **Tiny Toon Adventures, Batman: Return of the Joker, ActRaiser, Metroid II: Return of Samus (Game Boy).**
Volume 32 (Jan. '92): **Mega Man IV, Monster In My Pocket, Tecmo Super Bowl.**
Volume 33 (Feb. '92): **TMNT III: The Manhattan Project, The Simpsons: Bart vs. The World, Rampart, GI Joe: The Atlantis Factor.**
Volume 34 (Mar. '92): **The Empire Strikes Back, Terminator 2, Nightshade, McKids, Lemmings, Zelda: A Link To The Past.**
Volume 35 (Apr. '92): **Captain America & The Avengers, T&C 2: Thrilla's Surfari, Yoshi.**
Volume 36 (May '92): **Darkwing Duck, Wacky Races, RoboCop 3, Work Boy, Super Adventure Island, Contra III, Xardion, Super Soccer.**
Volume 37 (June '92): **Lemmings (NES), Dragonstrike, Stanley: Search for Dr. Livingston, Arcana, Krusty's Fun House, Top Gear, F1 ROC.**
Volume 38 (July '92): **Panic Restaurant, Gold Medal Challenge, Might & Magic, Toxic Crusaders, Street Fighter II, NCAA Basketball.**
Volume 39 (August '92): **Gargoyles' Quest II, Casino Kid 2, Contra Force, Kirby's Dream Land, TMNT IV, Wings 2, Mario Paint.**
Volume 40 (Sept. '92): **Little Samson, Prince of Persia, Felix The Cat, Dino City, Soul Blazer, Monopoly, Super Bowling.**
Volume 41 (Oct. '92): **Adventure Island 3, Power Blade 2, Super Mario Kart, The Simpson's: Bart's Nightmare, Out Of This World, Super Play Action Football.**

Use the Back Issue/Tip Book Order Form in this issue to order back issues, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or Mastercard.

SPECIAL OFFERS

Issues from our first two years are available only in special collector's sets. You won't find these extremely helpful issues at newsstands!

Super Mario Bros. 2
Ninja Gaiden
Castlevania II-Simon's Quest
Zelda II-The Adventures of Link
TMNT

Volumes 1 through 6 featuring classic games are included in the First Year Set.

Mega Man II
Dragon Warrior
Super Mario Bros. 3
Tetris
Batman
Final Fantasy

Six of the most popular NES games of all time are featured in Volumes 7 through 12.

Super Mario Bros. 3
Rescue Rangers
Ninja Gaiden II
Maniac Mansion
Final Fantasy
Dr. Mario
4-Player Extra

The Third Year Set (Vols. 13-19) carries on the Nintendo Power tradition of reviewing the very best games. It also includes our four popular Strategy Guide issues!

TIP BOOKS:

The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

Use the Back Issue/Tip Book Order Form in this issue to order Tip Books and Strategy Guides, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or Mastercard.

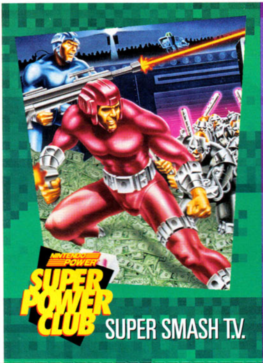
POWER CHALLENGE TRADING CARDS

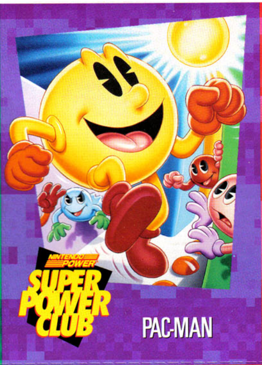
Look On Page 6 To Find This Month's Winning Trading Cards! • There's a Different Winning Series Every Month!

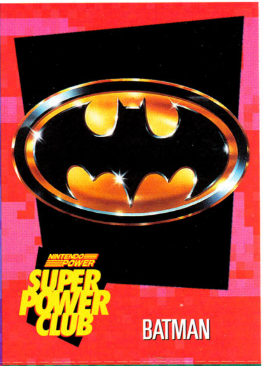
Please see the reverse side for all the details on how to win!

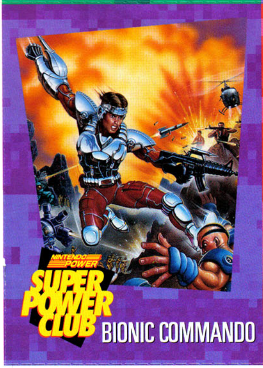
WIN ONE OF 500 SUPER NES GAME PAKS!

Power Challenge Trading Cards can do more than increase your library of games: they can sharpen your playing skills! Look on the back of each card to find a Power Challenge for Beginner, Novice and Pro-level players. The Power Challenges are set by top Game Play Counselors and the Nintendo Power Staff. Go ahead, give 'em a try. They're a lot of fun!


NINTENDO POWER
SUPER POWER CLUB
SUPER SMASH T.V.


NINTENDO POWER
SUPER POWER CLUB
PAC-MAN


NINTENDO POWER
SUPER POWER CLUB
BATMAN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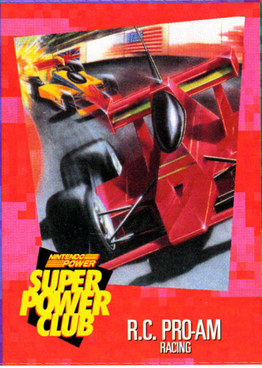
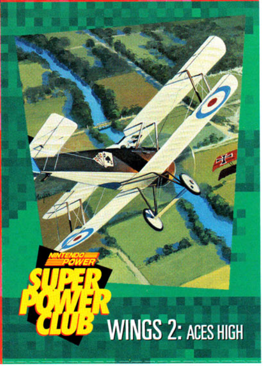
SUPER POWER CLUB
BIONIC COMMANDO


NINTENDO POWER
SUPER POWER CLUB
R.C. PRO-AM
RACING


NINTENDO POWER
SUPER POWER CLUB
WINGS 2: ACES HIGH

HERE'S HOW TO WIN!

In this issue, as a Nintendo Power Super Power Club benefit, Nintendo is giving away up to 500 Super NES Game Paks** as prizes for collecting the winning combination of three Power Trading Cards. Look in the Player's Pulse section in this issue to find the winning combination of the three Power Trading Cards. If you like, you can trade cards with friends to obtain the winning combination.

If you collect the winning combination of three Power Trading Cards, send the following to:

Nintendo Super Power Club
P.O. Box 97044
Redmond, WA 98073-9744

1. The winning combination of Trading Cards
2. Your name, address and phone number
3. Your Club Membership number
4. The correct answer to the following question:

The Road Runner can eat 3 ounces of bird seed per minute. How much can he eat in 4 minutes?

Entries must be postmarked no later than December 15, 1992, and must be received by Nintendo no later than December 23, 1992. Nintendo is not responsible for lost, late, misdirected, incomplete or illegible entries.

No purchase necessary. Residents of the U.S. and Canada (excluding Quebec) can participate. Employees and immediate families of Nintendo, its affiliates and agents are not eligible to participate. Any Trading Cards that are reproduced, tampered with, altered, or modified or changed in any way, or contain printing, typographical, mechanical, or other errors, or that are obtained through unauthorized channels, are void. Void where prohibited by law, where taxed, or where restricted. To receive a free set of numbered Trading Cards by mail, send self-addressed, stamped envelope, including a hand-written request to the address listed above. Limit one set of numbered Trading Cards by mail per person. No transfer, substitution or cash alternative will be allowed for any prize. All entries become property of Nintendo. Approximate retail value of a Super NES Game Pak is $50; the combined retail value of 500 Super NES Game Paks is $25,000. All prizes may not be awarded; actual number of prizes awarded based on actual number of winning entries received. Total of Trading Cards for distribution is 4,800,000. Odds of winning are 1 in 1,600. Winners will be notified by mail no later than February 1, 1993. Winners are responsible for all applicable taxes. For a list of winners, available after contest ends, send a self-addressed, stamped envelope, including a hand-printed request to the address listed above.

**The Game Pak will be a Super NES title that may have been used in a Nintendo display at a retail outlet; Game Pak may say "Demo-Not For Resale." Nintendo guarantees that the Game Pak will be in proper working order. The Game Pak title will be chosen by the Nintendo Power staff.

POWER CARD #38

BATMAN™

DESCRIPTION *Join the Caped Crusader as he does battle with the Clown Prince of Crime in this classic NES action title! With three different weapons and the ability to scale the walls, Batman has to complete five action-packed levels to reach his arch-nemesis, the Joker!*

CHALLENGE *Try to reach the 1st boss without punching or shooting, and losing no more than-*

Novice:	*Two lives*
Intermediate:	*One life*
Pro:	*Zero lives*

SYSTEM: *NES*
GAME TYPE: *Hero Action*
# OF PLAYERS: *1*
RELEASED: *2/90*
COMPANY: *Sunsoft*

™ & © 1964 DC Comics Inc. ™ & © 1989 DC Comics Inc. © 1989 Sunsoft®

POWER CARD #34

PAC-MAN™

DESCRIPTION *Do you have Pac-Man fever? If so, grab this near perfect translation of the original classic for the Game Boy screen and relive all of the action that made Pac-Man one of the most popular video games of all time!*

CHALLENGE *How many levels do you have to finish before you can earn 50,000 points?*

Novice:	*Five*
Intermediate:	*Three*
Pro:	*One*

SYSTEM: *Game Boy*
GAME TYPE: *Arcade Classic*
# OF PLAYERS: *2*
RELEASED: *4/91*
COMPANY: *Namco*

® & © 1980 & 1991 Namco Ltd.

POWER CARD #20

SUPER SMASH T.V.™

DESCRIPTION *Welcome to the future, where the most popular game show is a shootout between hordes of mindless thugs and...YOU! Use special weapons to give yourself the advantage, and collect fabulous prizes along the way!*

CHALLENGE *Try to beat Scarface using only your normal gun in-*

Novice:	*Six lives*
Intermediate:	*Three lives*
Pro:	*One life*

SYSTEM: *Super NES*
GAME TYPE: *Shooting Action*
# OF PLAYERS: *2*
RELEASED: *2/92*
COMPANY: *Acclaim*

© 1991 Acclaim® © 1990 Williams® Electronic Games, Inc.

POWER CARD #29

WINGS 2: ACES HIGH™

DESCRIPTION *In this extremely realistic flight simulation game, you're a World War I flying ace in the British Air Force! Pilot your trusty Sopwith Camel through bombing and strafing runs, as well as deadly dogfights, with up to three enemy planes!*

CHALLENGE *Here's the password to Level 15: NHQCKwblHWQ. How quickly can you destroy all three enemy planes?*

Novice:	*Four minutes*
Intermediate:	*Two and a half minutes*
Pro:	*One minute*

SYSTEM: *Super NES*
GAME TYPE: *Flight Combat*
# OF PLAYERS: *1*
RELEASED: *9/92*
COMPANY: *Namco*

™ & © 1992 Namco Hometek, Inc.

POWER CARD #35

R.C. PRO-AM RACING™

DESCRIPTION *Grab your remote control and head for the tracks in this classic NES racing game! You're driving a remote-controlled buggy as you race against three computer-controlled cars, picking up Power-Ups as you go! But watch out for those oil slicks!*

CHALLENGE *On Level Twelve, how many enemy cars can you destroy?*

Novice:	*15*
Intermediate:	*25*
Pro:	*35*

SYSTEM: *NES*
GAME TYPE: *Racing*
# OF PLAYERS: *1*
RELEASED: *2/88*
COMPANY: *Nintendo*

© 1987 Rare Ltd.

POWER CARD #17

BIONIC COMMANDO™

DESCRIPTION *Swing into action in this great Game Boy version of an NES classic! Using your guns and your wits (not to mention an incredible bionic arm which lets you swing like Tarzan), you must infiltrate enemy territory and put a stop to the insidious Albatross project!*

CHALLENGE *Finish the game with a life meter that's only-*

Novice:	*Six bars long*
Intermediate:	*Four bars long*
Pro:	*Three bars long*

SYSTEM: *Game Boy*
GAME TYPE: *Hero Action*
# OF PLAYERS: *1*
RELEASED: *9/92*
COMPANY: *Capcom*

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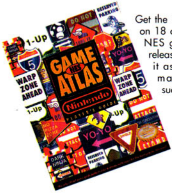
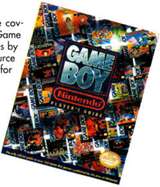
PLAYER'S GUIDES

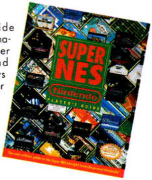


Get the inside scoop on 18 of the hottest NES games ever released. Think of it as your road map to NES success!

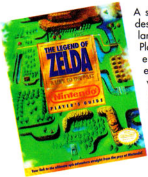


Comprehensive coverage of 136 Game Boy titles. This is by far the best source of information for Game Boy.

THE place to find the inside story on Mario, plus a whopping 140-page review of Super Mario World for the Super NES.



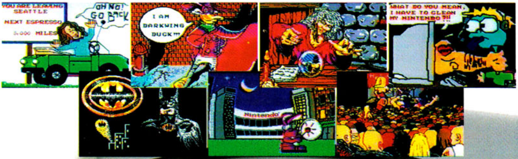
This super guide gives you information on 55 Super NES titles and detailed reviews of 19 spectacular games!



A spectacular game deserves a spectacular guide book. This Player's Guide delivers. It includes everything you would ever want to know about A Link to the Past. It's required reading for all Zelda adventurers.

MARIO PAINT™ CONTEST

There's still time to enter the Mario Paint Contest! Remember, you have until December 1, 1992 to get your entries in to us on videocassette. Super NES Game Paks are up for grabs! PAINT! PAINT! PAINT! Here are some sample Mario Paint creations submitted by the Nintendo Consumer Service Department.


YOU ARE LEAVING SEATTLE
NEXT ESPRESSO 3,000 MILES
OH NO! GO BACK
I AM DARKWING DUCK™
WHAT DO YOU MEAN, I HAVE TO CLEAN MY NINTENDO ?!!
Nintendo

YOUR DESIGN HERE!
Nintendo

- ▶ CREATE YOUR MARIO PAINT ARTWORK
- ▶ RECORD A SHORT SAMPLE OF IT ON VHS VIDEO TAPE
- ▶ SEND IT TO:

MARIO PAINT
CONTEST
P.O. Box 97033
Redmond, WA
98073-9733

MARIO PAINT
SUPER NINTENDO

Pick up **Mario Paint** at your nearest Nintendo dealer and show us your best stuff!

Official Contest Rules:

All entries for the Mario Paint Contest must include the name, address and phone number of the artist. The winners will be selected on or about December 1, 1992 by the Nintendo Power staff. One Grand Prize winner will receive 5 Super NES Game Paks. Fifteen runners-up will receive one Super NES Game Pak. All prizes will be awarded. There will be no substitutions. By acceptance of their prizes, winners consent to the use of their names and artwork on behalf on "Nintendo Power" magazine and Nintendo of America without further compensation. All entries received become the property on Nintendo and cannot be returned. This contest is not open to employees of Nintendo, their affiliates, agencies or immediate families. This contest is subject to all federal, state and local laws and regulations.

High-Powered Greetings!

CHALLENGE SET
THE SYSTEM THAT SET THE STANDARD!
GAME BOY
SUPER NINTENDO ENTERTAINMENT SYSTEM

The team at
Nintendo Power
wishes you a high-
powered holiday season
full of NES, Super NES
and Game Boy fun for
the whole family.

Nintendo®